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FROM

John Bartlett.

30 March, 1896.

WHIST DEVELOPMENTS.

WHIST DEVELOPMENTS

AMERICAN LEADS

AND

THE UNBLOCKING GAME

BY

"CAVENDISH,"

AUTHOR OF

"THE LAWS AND PRINCIPLES OF WHIST,"

ETC., ETC.

FOURTH EDITION.

LONDON:

THOMAS DE LA RUE & CO.

1891.

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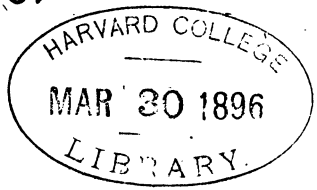

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TO

NICHOLAS BROWSE TRIST

This Book

IS

CORDIALLY DEDICATED

BY

THE AUTHOR.

PREFACE.

DURING the last twenty years the practice of Whist-players has undergone considerable modification. The discard from the strong suit (on adverse declaration of command of trumps), the lead of the penultimate (from suits of more than four cards), the echo of the call for trumps, and variations in the mode of leading from certain combinations of high cards, have been introduced at different times, and have met with the approval of the great majority of good players.

Recently, still further advances have been made. The leads of the lowest from suits of four cards, and of the penultimate from suits of five cards, have been shown to be merely part of a general law, which requires the lead of the *fourth-best* card when a strong suit is opened with a low card; and the same law requires, as a corollary, the lead of the *fourth-best* on the second round (counting from the card first led), when a high card led is followed by a low card of the same suit.

Also, it has been seen that the practice which has obtained when leading from certain combinations of high *indifferent* cards is capable of a generalisation, which brings leads from high cards, as well as from low ones, under uniform rules.

In this volume, the developed system of leading (under the title of *American Leads*) is thoroughly investigated.

Lastly, a determination of the cases in which the third hand should endeavour to get rid of the command of his partner's strong suit, has only been systematically attempted of late. All good players know that it is disadvantageous to block their partner's long suit; but hitherto it has been left to the ingenuity of individuals, on the impulse of the moment, to decide when and how the unblocking should be done.

In this volume, an effort has been made (under the title of *The Unblocking Game*), to generalise the cases where the leader's partner, when he does not head the trick, should play to unblock by *retaining his lowest card* (playing a higher one).

PORTLAND CLUB,
July, 1885.

PREFACE TO THE FOURTH EDITION.

On the first introduction of American Leads, a somewhat heated controversy arose as to their effect on the game of Whist. One view, which could not then be controverted, was, that more experience was needed before deciding whether to adopt them or not.

That experience has now been gained; and it may be safely affirmed that the great majority of thoughtful players are, after a lapse of six or seven years, in favour of these leads. They are, however, only of value when the leader's partner counts the hands, and has sufficient Whist perception to enable him to make a proper use of the information afforded.

The criticisms, which were freely offered in opposition to American Leads, have proved very useful. Attention is here drawn to two of them.

The first is, that the precise information conveyed by these leads may be of great assistance to the adversaries. This is only true when the opponents have very strong hands. It is then undoubtedly to their advantage to be able to place the unplayed cards.

When the lead is the original lead of the hand, this possible disadvantage to the eldest hand must be risked. Then or never must the information be given. Experience confirms the belief, formerly expressed by the advocates of American Leads, that loss seldom ensues in consequence of information imparted to the adverse side by the original lead.

When the lead is obtained, for the first time, after several tricks have been played, the condition of affairs is altered. If there has been exhibition of trump strength on the part of the adversaries, it would generally be injudicious to tell them just what they want to know. Then is the time to adopt the artifice calculated to baffle the opposite side, viz., the play of a false card. If, under such circumstances, the leader opens a long weak suit with a small card, he is not compelled, by any rule of Whist, to lead his fourth-best. Suppose he leads his lowest. He has played a false card, in order to prevent

his hand from being counted. He would only play in this way when, owing to previous inferences, his perception shows him that it cannot help the third hand to be told exactly what the leader holds in the suit.

The second criticism is, that elaborate instructions as to the card to be led on the third round of a suit, confessedly of more than four cards originally, are of but little practical value. This is good, sound criticism; and in the present edition of "Whist Developments" an attempt has been made to meet it (*see* Chap. VI). By slightly modifying the leads from high cards, when the first card led is followed by a high card, it has been found possible to convey all the required information on the second lead. This is a distinct gain; and for the idea which led to it the critics deserve thanks.

PORTLAND CLUB,
Sept., 1891.

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AMERICAN LEADS.

AMERICAN LEADS.

CHAPTER I.

INTRODUCTORY.

AMERICAN LEADS propose a systematic course when opening the strong suit at Whist, thus bringing the whole scheme of leading within the purview of general principles.

Three objections have been urged against the adoption of American Leads.

1. That they complicate the game.

It is no *objection* to an intellectual game that it exercises the minds of the players. There is yet another answer to this so-called "objection," viz., a simple denial of its truth. Seven years' experience has caused many thoughtful players to conclude that American Leads simplify the game; and, others admit that, at least, the complication argument has been grossly exaggerated.

2. That they seldom affect the result.

The explanation is that American Leads add little which is new to the game. They rather aim at consolidating the old practice, and at extending a law of uniformity to cases not hitherto provided for.

3. That the precise information afforded may be of more use to the opponents than to the leader's partner.

Under similar Whist conditions it is an acknowledged advantage to convey information of strength, notwithstanding that it is published to the whole table. It seems unlikely that a player will be at a disadvantage, in the long run, because he imparts *too much* information.

No further answer could be made to this objection on the first introduction of American Leads. Now the necessary experience has been obtained, it may be stated, without fear of contradiction, that no players who have once adopted these leads have voluntarily relinquished them, on the ground that the adversaries have benefited more than the leader and his partner, in consequence of the information afforded.

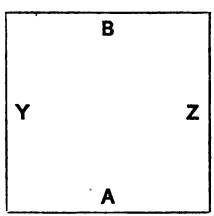
No doubt moderate players may lack the quick perception which would enable them to take full advantage of the American maxims. This is no reason why better players should be deprived of that advantage. Beginners can at least be drilled into playing according to rules which practical experience has shown to be sound in theory. Whether the student will be able to profit by the application of such rules must depend on his aptitude for the game. At all events he may easily learn to speak its language intelligibly, for the benefit of partners who do understand it.

Two cautions are necessary to the would-be American Leader, as regards the use to be made by the adversaries of the information given.

The first is, that these leads are valueless, unless partner is a player who counts the cards, and who is prepared to unblock the long suit, in the manner detailed in this volume (*see* Play of the Third Hand).

The second is, that when the opponents have shown considerable strength in trumps, and especially when they have the command, it is not advisable, in many cases, to provide them with opportunities for counting, with precision, the unplayed cards in the weak hands. This is a matter of judgment, for which no general rule can be laid down.

In the following pages, A is the original leader; Y is the second player; B is the third player; and Z is the fourth player.



It is assumed that the leader's partner (B) is capable of drawing correct inferences from the card led. An original lead is also assumed (or

at least a lead of the player's own choice, not dictated by the previous fall of the cards).

It is further assumed that the original lead is from the strongest suit, and that a strong suit consists of at least *four cards*.

It is admitted that there are exceptional hands; that the leader may prefer to open a three-card suit of say, ace, king, queen, when he holds a four-card suit of say, five, four, three, two; or, that, with four small trumps and three cards of each of the other suits, he may have good reasons for not commencing with a trump. But, in a theoretical discussion, such hands may be ignored, for the very reason that they *are* exceptional.

CHAPTER II.

LOW CARD LED.

WITH an average strong suit containing four cards, when the suit is opened with a low card, the lowest is the card selected. The third hand is expected to play his highest card; therefore to lead a high card would be an unnecessary sacrifice of strength.

Take as an example such a suit as queen, ten, eight, seven. This is a suit of *minimum numerical strength*, *i.e.*, of four cards exactly. From this combination the lowest card, the seven, is led originally.

Here American Leads propose only a change of nomenclature. The seven is led on either the former or the present system. But instead of calling the smallest card of minimum numerical strength the lowest card, it is now to be called the *fourth-best* card.

When the fourth-best card is led, the third hand knows the leader holds three other cards in that suit, all higher than the one led,—in the example, three cards all higher than the seven.

Now add one more card in this suit, say the four. The leader's suit is queen, ten, eight, seven, four.

The former rule and the American rule again coincide. On either system, the seven, the penultimate card of five, is led. The nomenclature

only is altered. Instead of calling this card the penultimate, it is called, as before, the *fourth-best*, counting from the top of the suit instead of from the bottom.

Now let another card be added, say the two. The leader's suit is queen, ten, eight, seven, four, two. From a suit of six cards, some players lead the penultimate; some lead what they call the ante-penultimate. It does not appear that any good reason can be assigned why the player should change from the seven to the four because, in addition, he holds the two. Hence, discarding the terms penultimate and ante-penultimate, the American method still takes the *fourth-best* card—the card of minimum numerical strength—as the one to be selected for the original lead, disregarding any or all lower cards.

Every suit, then, opened with a low card, whether of four or more cards, is treated as though the cards below the fourth-best were not in the leader's hand; and, whatever low card is led, the third player can always place in the leader's hand, *exactly* three cards higher than the one first led, as shown by the following tabulated example:—

	Lead	
From Qn, 10, 8,	7	
,, Qn, 10, 8,	7,	4
,, Qn, 10, 8,	7,	4, 2
,, Qn, 10, 8,	7,	etc., etc., etc.

The fourth-best card—in the above example the seven—is sometimes called the *card of uniformity*.

The first maxim laid down by American Leads is,—

When you open a suit with a LOW CARD, *lead your* FOURTH-BEST.

It has been said that no advantage is gained by showing your partner you hold six or seven cards of a suit. That, however, is not the point. What you do show, and what you want to show is, that you *invariably* hold *exactly* three cards all higher than the one first selected.

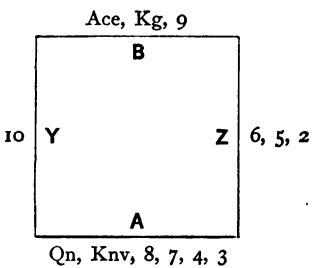
It has already been stated that with some few hands the original lead may be from but three cards. The only caution necessary on this head is, that rigid inferences should not be drawn. The case of least infrequent occurrence is that of a trump lead from three trumps, with very good cards in plain suits.

CHAPTER III.

LOW CARD LED (CONTINUED).

SOME examples of the practical working of the first maxim of American Leads, exhibiting both advantageous and disadvantageous combinations, are appended.

The cards lie as follows :—



FORMER PLAY.

First Trick.—A leads 4; Y plays 10; B plays king; Z plays 2.

B knows that A has at least three more cards of the suit, but cannot place any one card.

Second Trick (B to lead).—B leads ace; Z plays 5; A plays 3; Y trumps.

B knows that his partner, having led the four and now playing the three, has at least three more cards of the suit, but cannot place any one card.

American Play.

First Trick.—A leads 7 (his fourth-best); Y plays 10; B plays king; Z plays 2.

B knows that A holds exactly three cards of the suit, all higher than the seven. B having ace and nine himself, can mark queen, knave, eight in A's hand. And, what is most valuable, B knows *at once* that A has the entire command of the suit. This B did not know even after the second round, according to the other way of leading.

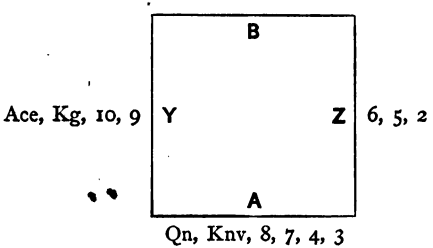
This knowledge may affect B's play. B may lead trumps in consequence of finding the command of the suit in A's hand; or he may lead his ace to force Y (who cannot hold any more of the suit unless he is calling for trumps), with the certainty that Z will not remain with the command. So,

Second Trick (B to lead).—B leads ace; Z plays 5 (hence he cannot hold the four); A plays 3; Y trumps.

B knows that A holds queen, knave, eight, four of the suit. The only card he cannot place is the six. If A held it, he would equally have begun with the seven. The six may be either in A's hand or in Z's.

The difference then, as regards B's knowledge under the two systems, is this:—According to the former play B knows almost nothing about A's suit; according to the American play B knows nearly everything. Especial attention is drawn to the fact that the most useful information (viz., that A has the command), is imparted on the first round of the suit.

No doubt the cards may be re-arranged so as to give an advantage to YZ, in consequence of the precise information afforded by A's first lead. Thus, let Y hold ace, king, ten, nine, a disposition of the cards just as probable as the former. The cards then lie as under:—

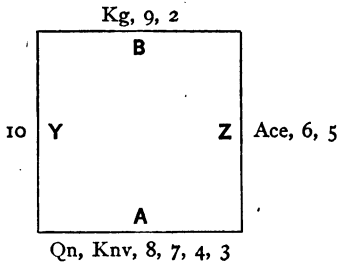


If A leads the four, Y puts on the king and B trumps.

But if A leads the seven, Y plays the nine, as, the seven being A's fourth-best, he must hold queen, knave, eight.

The lead of the seven, as against the four, is here advantageous to YZ.

Or, let Z hold the ace and B the two, the cards lying thus :—



First Trick.—A leads 7; Y plays 10; B plays king; Z plays ace.

Again, B knows that A has the entire command of the suit.

Second Trick (Z to lead).—Z leads 6; A plays 8; Y trumps; B plays 2.

And, if Z obtains the lead again, he can force Y with the certainty that his partner will not be overtrumped. For A, having led his fourth-best, cannot hold queen, knave and nine. One of these three cards must be in B's hand. This knowledge Z would not possess, unless he could tell that A held originally three cards (and not four), higher than the seven.

Third Trick (Z to lead).—Z leads 5; A plays 3; Y trumps with his smallest trump.

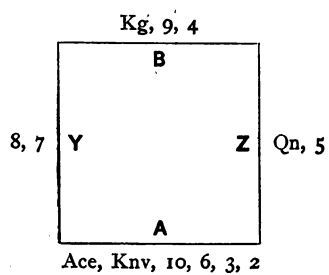
Z having returned the six, and now leading the five, has no more. Of the high cards, queen, knave and nine are still to be accounted for. A

cannot hold them all. Therefore, Y can infer to a *certainty* that one of them is in B's hand. Y can fearlessly make use of his smallest trump; but, if he were in doubt as to B's holding a third card of the suit, he might be tempted to ruff with a higher trump.

And, according to the former system, Y would be in doubt. For with queen, knave, nine, eight, seven, four, and three, A would lead the seven originally (the lowest of an intermediate sequence), instead of his fourth-best.

It is for the reader to judge where the balance of advantage lies. Comparing the very substantial advantage gained by AB in the first instance (especially the knowledge to B, after the first round, that A has the command of the suit), with the advantages gained by YZ, in the second and third instances, it is submitted that the balance of advantage lies with the lead of the fourth-best.

The following example applies to trumps only:—



Z dealt, and turned up the five.

FORMER PLAY.

First Trick.—A leads the penultimate 3; Y plays 7; B plays king; Z plays 5.

Second Trick.—B leads 9; Z plays queen; A plays ace; Y plays 8.

And B is uncertain as to the position of the knave.

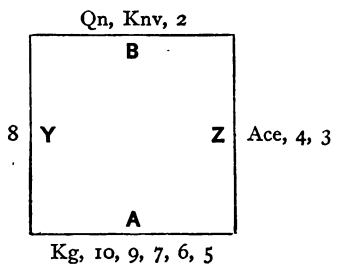
AMERICAN PLAY.

First Trick.—A leads 6; Y plays 7; B plays king; Z plays 5.

Second Trick.—B leads 9; Z plays queen; A plays ace; Y plays 8.

Knave and ten are marked in A's hand; and as A does not take out a third round of trumps, it may be presumed that he also holds the three and the two.

Take another example. The cards lie thus:—



FORMER PLAY.

First Trick.—A leads 6; Y plays 8; B plays knave; Z plays ace.

B knows that A holds at least three cards all higher than the six. But which three of these cards, king, ten, nine, seven, A holds, or whether A holds all four of them, B cannot tell.

Second Trick (A to lead).—A leads king; Y trumps; B plays 2; Z plays 3.

And B retains the command of his partner's suit. He dare not play the queen on the second round, as, for anything he knows, Z may hold the ten.

American Play.

First Trick.—A leads 7; Y plays 8; B plays knave; Z plays ace.

The only three higher cards to be accounted for are king, ten, nine, and B knows that A holds them all, and therefore that A has the command of the suit.

Second Trick (A to lead).—A leads king; Y trumps; B plays queen (that he may not block the suit, his partner being marked with ten, nine); Z plays 3.

A can place every card of the suit. Unless Z is calling, B has one card to give back, viz., the two, for, if he held both four and two, he need not have got rid of the command on the second trick, and indeed would have been wrong to do so. Z, having played the three, holds the four single.

Suppose, to the second round, Z had played the two, B holding the three or the four. A could not have placed either of the remaining cards. A

must not jump to the conclusion that B has no more of the suit, because B played the queen. A, by first leading the seven instead of the six, has told B, in Whist language, that if his hand and the fall of the cards allow it, he is to unblock the suit on the second round. When B does as he has been bid, A must not spoil the whole proceeding by drawing inferences rigidly. All A is justified in inferring is that B may or may not hold one more, and that it is certain B does not hold both the others.

Unquestionably, as before, the cards could be so re-arranged in YZ's hands as to make it disadvantageous for A to begin with the seven rather than with the six. It is admitted, however, that there is not an invariable advantage in beginning with the fourth-best. What has to be proved, in order to discredit the American Lead of fourth-best, is, that the *balance of advantage* is against the leader. This proof has not yet been brought forward; and the experience of seven years shows that it is not likely to be produced.

CHAPTER IV.

HIGH CARD LED

(followed by low card).

THE combinations included in this group are,

Ace and four or more small cards (in trumps, more than five small cards).

King, queen, and two or more small cards (in trumps, more than four small cards), when the king or queen wins the first round.

King, knave, ten, and one or more small cards, when the ten wins the first round.

When ace is led, from ace and four or more small cards, the second lead, according to former play, was the lowest card.

According to American play, the second lead should be the *fourth-best*, counting from, and including, the card first led. Whatever low card is led, the third player can always place, in the leader's hand, *exactly* two cards intermediate between those selected for the first and second leads, as shown by the tabulated example:—

	Lead		Then	
From	Ace,	Knv, 9,	8,	7
,,	Ace,	Knv, 9,	8,	7, 5
,,	Ace,	Knv, 9,	8,	7, 5, 3
,,	Ace,	Knv, 9,	8,	etc., etc., etc.

The second maxim laid down by American Leads may be thus stated:—

When you open a strong suit with a HIGH CARD, *and next lead a* LOW CARD, *lead your* FOURTH-BEST, *counting from and including the card first led.*

The above rule applies to the second round of the suit only. After two rounds of a suit are out, the third lead depends so much on the previous fall of the cards, that it does not seem advisable to attempt to lay down any general rule. Thus, having led ace, then fourth-best, from ace and at least four small ones, the card to be next selected, if not a winning card, may be chosen for reasons which have no reference to the number of cards still held in the suit. Suppose the leader remains with second- and third-best, he would probably lead one of them; the second-best if he desires to intimate to his partner that he is to please himself about trumping it; the third-best if he wishes to instruct his partner not to pass it.

From king, queen, and exactly two small cards, king is led. If king wins the trick, it is obvious that the lowest should be next led. Here the American Lead coincides with the old-fashioned lead.

From king, queen, and more than two small ones, the best original lead, in the writer's opinion, is the queen.

As this mode of opening the suit has been the subject of adverse comment, it will be well to examine the reasons for it at length.

Of all high cards led, king is the one which gives least information. It may be from ace, king, and two small cards, or from king, queen, and two small cards. Should it be from either of these combinations, the third hand cannot attempt to unblock, without running the risk of losing a trick by his cleverness; whereas, if the lead is from more than four cards, the third hand may lose several tricks by not unblocking. In the case of ace, king leads, the difficulty is at once overcome, by leading ace before king, when the lead is from more than four cards.

In the case of king, queen, and more than two small cards, the difficulty may be overcome by first leading queen instead of king. Then the third hand runs no risk of loss by unblocking, even if the lead should turn out to be from queen, knave, ten, etc., as will be shown in due course.

But certain dangers are incurred. The third hand may have none of the suit. This is easily disposed of. If the second hand does not cover the queen, the third hand should pass.

Or, the second hand may have none of the suit, and may pass. The third hand may hold the ace. He is then bound to put it on the queen led; if the lead has been from king, queen, etc., he wins the trick twice over, and this play may be very disadvantageous. Together with his ace, the third hand is assumed to hold neither knave, nor ten. If he has either of these cards, he knows the lead to be from king, queen, more than four in suit,

and he, of course, passes, unless he has ace, knave, without a small one, when he plays ace, and returns knave.

It must again be left to the reader to decide where the balance of advantage lies. Assuming that he has an unblocking partner (this is essential), and that he views with favour the original lead of queen, from king, queen, more than four in suit, the second maxim of American Leads comes into force, when the queen wins the trick. Thus:—

	Lead		Then	
From Kg,	Qn,	9, 7,	5,	
,, Kg,	Qn,	9, 7,	5,	4
,, Kg,	Qn,	9, 7,	5,	etc., etc.

Whatever low card is led, partner can always place, in the leader's hand, the king, and *exactly* two intermediate cards, higher than the one selected for the second lead.

As king is only led originally from ace, king, or from king, queen, it follows from the above, when the king is selected for the first lead, that the suit consists of four cards only. The information as to number tells the third hand that he is not to attempt to unblock to an original lead of king; this will be further insisted on when discussing the play of the third hand.

Ten, from king, knave, ten, etc., is an exceptional lead, and does not lend itself to the showing of number, when a low card is led on the second round. If the ten wins the first trick, and

the play of the second and third hands is correct, the third hand must hold either queen, or both ace and queen. A small card must be next led; if the lead was from four or five cards, the leader has not a sufficient number of low cards to follow the American maxim. Hence the rule can only apply to a suit of six or more cards. A rule of such partial application may be dismissed as of no practical value.

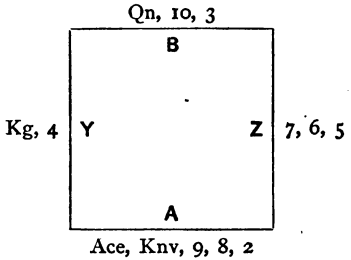
There are then only two cases in which the second maxim is concerned, viz., ace, then a small card from ace and more than four in suit; and queen, then a small card from king, queen, more than four in suit.

CHAPTER V.

HIGH CARD LED

(followed by low card, continued).

SOME examples of the application of the second maxim of American Leads are now given, to show how the rule works in practice. The cards lie thus:—



FORMER PLAY.

First Trick.—A leads ace; Y plays 4; B plays 3; Z plays 5.

Second Trick.—A leads 2; Y plays king; B plays 10; Z plays 6.

B can place at least three more cards of the suit in A's hand; but as to their value, he is in complete ignorance. A's long suit is blocked by his partner.

American Play.

First Trick.—A leads ace; Y plays 4; B plays 3; Z plays 5.

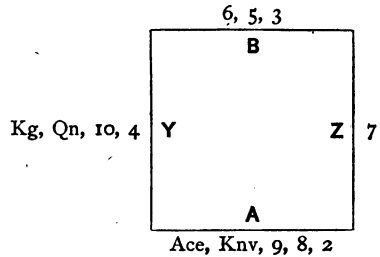
Second Trick.—A leads 8 (his fourth-best counting from the ace); Y plays king; B (holding queen, ten, is able to place knave, nine in A's hand, therefore he) plays queen; Z plays 6.

B knows that A holds knave, nine, two (unless Y is calling for trumps). B can place every card in the suit except the seven; and A's suit is freed, a possible gain of two tricks.

It will be seen from the example that the lead of fourth-best after ace gives B the information that A commands the suit after the second round. This knowledge, which is of great importance, is often unattainable under the former method of continuing with the lowest. For instance:—Suppose A leads ace, then seven; that Y, holding only knave, ten, plays those cards; that B, holding king, eight, three, plays three, then king; and that Z follows suit with small cards. B now knows that A remains with queen, nine, and a small card, and that he has the entire command of his suit. If A's cards were ace, queen, nine, seven, six, and, after ace, he had led the six instead of the seven, B could not place the queen, and would not be able to tell whether A commands the suit.

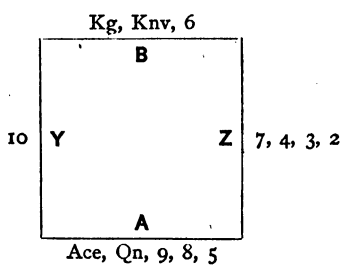
No doubt the cards can be re-arranged so as to make the lead of the fourth-best after ace disadvantageous to A. Thus:—To refer to the first

example, give A the same cards, and place the others as below:—



If A leads ace, then two, Y plays four, then queen. If A leads ace, then eight, Y (being able to place knave, nine in A's hand) plays four, then ten, and keeps the command of A's suit.

As a further example, suppose the cards lie as under:—



FORMER PLAY.

First Trick.—A leads ace; Y plays 10; B plays 6; Z plays 2.

Second Trick.—A leads 5; Y trumps; B plays knave; Z plays 3.

And A's suit is blocked.

AMERICAN PLAY.

First Trick.—A leads ace; Y plays ten; B plays 6; Z plays 2.

Second Trick.—A leads 8; Y trumps; B (knowing his partner to hold queen, nine) plays king; Z plays 3.

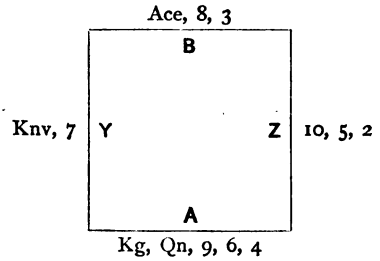
And A's suit is freed.

The *pros* and *cons* come to this. The American Lead may give an unblocking third-hand player an opportunity, which he could seldom otherwise obtain, of placing the unplayed cards, and of freeing the leader's suit. But, if all the intermediate cards happen to be massed in the second hand, Y can finesse with safety.

It is for players to judge where the balance of advantage will lie in the long run.

Now take the case of queen led, from king, queen, when the queen wins the trick.

The cards are as under:—



FORMER PLAY.

First Trick.—A leads king (not queen); Y plays 7; B plays 3; Z plays 2.

Second Trick.—A leads 4; Y plays knave; B plays ace; Z plays 5.

B knows that A holds queen and at least one other card of uncertain value. Whether A commands the suit or not, B is ignorant.

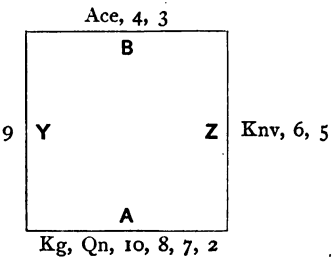
AMERICAN PLAY.

First Trick.—A leads queen; Y plays 7; B plays 3; Z plays 2.

Second Trick.—A leads 4; Y plays knave; B plays ace; Z plays 5.

King with at least two others, are marked in A's hand. A has the entire command of the suit.

And again:—



FORMER PLAY.

First Trick.—A leads king; Y plays 9; B plays 3; Z plays 5.

Second Trick.—A leads 2; Y trumps; B plays 4; Z plays 6.

A's suit is blocked. B can mark queen and at least one small card in A's hand, and knave in Z's hand, but is uncertain as to the other cards, and as to the ultimate command.

American Play.

First Trick.—A leads queen; Y plays 9; B plays 3; Z plays 5.

Second Trick.—A leads 7; Y trumps; B (who can place king, ten, eight, two in A's hand, unless Z is calling for trumps) plays ace; Z plays 6.

A's suit is freed; and B can place all the remaining cards, with the command in A's hand.

CHAPTER VI.

HIGH CARD LED

(followed by high card).

WHEN a high card is led, and is followed by a high card on the second round of a suit, the object of the leader is to give such information regarding the nature of the combination led from, and the number of cards held in the suit, as to direct the play of the third hand.

For example:—If the leader has ace, queen, knave, and one small card, he leads ace, then queen. If he has more than one small card, he leads ace, then knave. The reason is to induce partner, in the second instance, if he remains with king and one small card, to play the king, so that the suit may not be blocked. Partner will not put king on queen led, but he will play that card on the knave.

With only four cards of the suit originally, the leader cannot afford to let the second trick be won twice over; but with more than four, the risk of eventually leaving the command with an adversary is worth running, in order to free the suit, with a chance of bringing down all the outstanding cards on the third round.

It follows that if A leads originally ace, then queen, he remains with knave, and only one small

card; if he leads ace then knave, he remains with queen and at least two others.

The queen and knave are called *indifferent* cards, because, so far as immediate trick-making is concerned, it is a matter of indifference which of them is led on the second round.

And observe, that with four in suit the higher of the two indifferent cards is led; with more than four, the lower.

To take another example:—Queen is led originally from queen, knave, ten; ace is put on second hand. A now has the lead again. If he led from only four cards, he goes on with the knave, because, should his partner still hold king singly guarded, he does not want the king to be put on. But, if A led from more than four cards, he does want his partner's king out of the way, in order to free the suit. His second lead is therefore the ten.

Again, the higher of two indifferent cards is led from a four-card suit; the lower from a five-card suit.

And B will count his partner's hand. The lead was from four cards at most if queen is followed by knave; from five cards at least if queen is followed by ten.

Now suppose queen is led, and that the second hand puts on the king. A gets the lead again, and all question about B's blocking the suit with the ace is at an end. That, however, is no reason A should refrain from informing his partner whether the lead was from four cards or from more than

four. A, therefore, pursues the uniform plan of continuing with the higher of his two high indifferent cards when he led from a maximum of four; and of continuing with the lower of his two high indifferent cards, when he led from a minimum of five.

All that American Leads propose to do is to make this mode of play constant, by extending it to every case where the leader, on the second round of his suit, remains with two high indifferent cards, one of which he leads. Hence the third maxim of American Leads:—

When you open a strong suit with a HIGH CARD, *and remain with two high indifferent cards lead* THE HIGHER *if you opened a* SUIT OF FOUR; THE LOWER *if you opened a* SUIT OF FIVE.

The maxim is stated as of four and five cards only, because it is more important to mark the difference between four and five, than to mark it between five and more than five. But a uniform method should be adopted. Thus:—Knave is led originally from king, queen, knave, if accompanied by at least two small ones, but not if by only one small one. Therefore, the first lead of knave declares a minimum of five, and the king and queen are high indifferent cards. If, on the second lead, A continues with the king, the higher of the indifferent cards, he remains with his minimum, viz., queen and two small ones. But if his second lead is the queen, the lower of the indifferent cards, he remains

with king and at least three small ones. Here the application of the principle shows whether the lead was from five cards exactly, or from more than five.

Or, the leader may remain with three high indifferent cards. This can only occur with one combination, viz., when the lead is from ace, king, queen, knave, and one or more small ones.

From the quart major, together with one or more small cards, knave is led. (As these pages are only addressed to advanced players, it is assumed that the third hand, being void of the suit, will not trump a knave led originally.) A minimum of five in suit is at once declared, and ace, king, queen are high indifferent cards. It is obvious, from what has already been said, that the highest card, the ace, should next be led if the suit consists of the minimum of five. With six exactly, the second lead should be the king. With more than six, the second lead should be the queen, carrying out the principle that the greater the number of cards in the suit, the lower the card led on the second round.

In actual play, it will seldom be of much use to show the precise number of small cards remaining, when such great commanding strength is led from, and the leader has more than five cards in the suit. The lead is worked out to the bitter end to show the effect of uniformity of play on B's inferences, rather than to proclaim a rule whereby the leader may show whether he

has opened a suit of five, six, or more cards. What is particularly insisted on is, that the leader is not to go on with the king or queen, when he led from a suit of exactly five cards.

Moreover, in the trump suit, it may be very useful to the third hand to know how many trumps remain in against him.

The third maxim of American Leads applies similarly to the king, knave, ten lead, when the ten forces queen, or both ace and queen. Here two high indifferent cards will remain in the leader's hand. If the second lead is the king, the leader remains with knave and one small card only; if the second lead is the knave, the leader still holds king and at least two small ones.

It will be observed that the information required by B is always afforded on the second round of the suit. It will now be advisable to give a list of leads from consecutive high cards, in order to show the details of the working of the third maxim of American Leads.

ACE SUITS.

Ace, king, queen, knave, and small (reckoning the ten as a small card).

First lead.—Knave.

Second lead.—With one small, ace.
„ two „ king.
„ more, queen.

Knave led, and winning the trick, shows great strength with at least five in suit.

The second lead defines the number.

It is possible that ace has been held up by an adversary. In that case, the lead is from tierce to a king, with at least two small cards.

Ace, king, queen, knave, no small.

First lead.—King.

Second lead.—Knave.

King led declares four in suit (*see* Chap. IV).

The second lead of knave declares ace, queen, exactly, remaining in the leader's hand.

Ace, king, queen, and more than one small.

First lead.—Queen.

Second lead.—With two small, ace.

„ more, king.

It is hardly necessary to repeat that the second lead defines the number.

Ace, king, queen, and one small.

First lead.—King.

Second lead.—Queen.

Leader remains with ace, and one small.

Ace, king, and more than two small (reckoning the knave as a small card).

First lead.—Ace.

Second lead.—King (*see* Chap. IV).

If it is proposed to lead the suit once, and then to wait for the finesse of the knave, some players lead king before ace. But the Author has found, from practical experience, that the lead of the ace, and then changing the suit, is quite as satisfactory when the lead is understood.

Ace, king, and two small.

First lead.—King.

Second lead.—Ace.

Two small are marked in the leader's hand (*see* Chap. IV).

Ace, queen, knave, and more than one small (reckoning the ten as a small card).

First lead.—Ace.

Second lead.—Knave.

This lead has already been examined (*see* p. 27), except as regards ace, queen, knave, ten, and small. The lead of the knave exhibits number immediately, and the possession of the ten will be manifest on the third round.

Ace, queen, knave, ten, no small.

First lead.—Ace.

Second lead.—Ten.

Leader remains with queen, knave, exactly (compare remark on the previous lead).

Ace, queen, knave, and one card smaller than the ten.

First lead.—Ace.

Second lead.—Queen.

Ace and four or more small (reckoning any combination as small, not included in the previous list).

First lead.—Ace.

Second Lead.—Fourth-best (*see* Chap. IV).

KING SUITS.

King, queen, knave, and more than one small (reckoning the ten as a small card):

First lead.—Knave.
Second lead.—With two small, king.
„ more, queen.

King, queen, knave, ten, no small.

First lead.—King.
Second lead.—Ten.

Leader remains with queen, knave, exactly.

These combinations are on all fours with ace, queen, knave, ten (*see* Ace Leads).

King, queen, knave, one small.

First lead.—King.
Second lead.—Knave.

King, queen, and more than two small.

First lead.—Queen (*see* Chap. IV).
Second lead.—If queen wins, fourth-best.

King, queen, and two small.

First lead.—King.
Second lead.—If king wins, lowest.

King, knave, ten, and more than one small (reckoning the nine as a small card).

First lead.—Ten.
Second lead.—If ten wins, lowest.
„ forces ace, king.
„ „ queen, knave.

King, knave, ten, and one small (reckoning the nine as a small card).

First lead.—Ten.

Second lead.—If ten wins, lowest.

„ forces ace, king.

„ „ queen, king.

Compare with the previous lead. It will be seen that no information as to number can be given, unless the queen comes out on the first round.

QUEEN SUITS.

Queen, knave, ten, and more than one small (reckoning the nine as a small card).

First lead.—Queen.

Second lead.—Ten.

Queen, knave, ten, nine, no small.

First lead.—Queen.

Second lead.—Nine.

Compare leads from ace, queen, knave, ten; and from king, queen, knave, ten.

Queen, knave, ten, one small.

First lead.—Queen.

Second lead.—Knave.

Some players lead knave, from knave, ten, nine, and small. When this mode of leading is adopted, the rules are the same as for queen leads, the cards being one step lower in rank. In plain suits, however, it is advisable to lead

the fourth-best originally if the second hand is not in the habit of covering (*see* Play of the Second Hand); and it is very doubtful whether knave should be led, even if the second hand does cover with king, or queen, and numerical weakness. In trumps, where more finessing is allowable, the knave is still the lead from knave, ten, nine, and small. With four in suit, lead knave, then ten (or knave, then eight, if the fourth card is the eight); knave, then nine, with more than four in suit.

On the next page, the leads of high card followed by high card are presented in a tabular form.

On examining the table, and referring for the remaining leads from high cards to Chap. IV, it will be seen that an original lead of ace signifies either five in suit at least, or ace, queen, knave.

An original lead of king signifies four in suit. King is never led from more than four.

An original lead of queen, if the queen wins the trick, and the third hand does not hold the ace, signifies at least five in suit, with a tierce major.

If a queen led originally is won by the ace, and the third hand does not hold king, knave, or ten, and none of these fall, the lead may be from king, queen, at least five in suit, or from queen, knave, ten, etc. The second round will decide this.

If a queen led originally is won by the king, the leader holds knave and ten. Number is disclosed by the card led on the second round.

Table of Leads.

FROM	No. in Suit.	LEAD	
		1st.	2nd.
Ace, Kg, Qn, Knv	7	Knv	Qn
Ace, Kg, Qn, Knv	6	Knv	Kg
Ace, Kg, Qn, Knv	5	Knv	Ace
Ace, Kg, Qn, Knv	4	Kg	Knv
Ace, Kg, Qn	6	Qn	Kg
Ace, Kg, Qn	5	Qn	Ace
Ace, Kg, Qn	4	Kg	Qn
Ace, Kg	5	Ace	Kg
Ace, Kg	4	Kg	Ace
Ace, Qn, Knv, 10	4	Ace	10
Ace, Qn, Knv	5	Ace	Knv
Ace, Qn, Knv	4	Ace	Qn
Kg, Qn, Knv, 10	4	Kg	10
Kg, Qn, Knv.	6	Knv	Qn
Kg, Qn, Knv	5	Knv	Kg
Kg, Qn, Knv.	4	Kg	Knv
Kg, Knv, 10	5	10	Knv*
Kg, Knv, 10	4	10	Kg
Qn, Knv, 10, 9	4	Qn	9
Qn, Knv, 10	5	Qn	10
Qn, Knv, 10	4	Qn	Knv
Knv, 10, 9, 8 (trumps) . . .	4	Knv	8
Knv, 10, 9 (trumps)	5	Knv	9
Knv, 10, 9 (trumps)	4	Knv	10

* If Queen, or Ace, Queen, are out.

An original lead of knave in plain suits, signifies at least five in suit, including either a quart major, or a tierce to a king.

In trumps, there is an alternative lead, viz., knave from tierce to a knave. The first round will generally determine between them. If the third hand holds either king, queen, ten, or nine, or any of these cards are played, the nature of the lead is apparent.

An original lead of ten declares king and knave in the leader's hand, and the absence of the queen. If the queen comes out on the first round, number can be declared on the second round; but not otherwise.

An original lead of nine may be from ace, queen, ten, nine; or from ace, knave, ten, nine. The fall of the cards, or the cards held by the third hand, will generally determine between these on the first round, as the nine is necessarily a fourth-best.

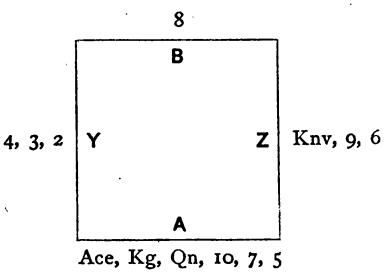
In trumps, for ace and four or more small (p. 33), read ace and more than five small. And, for king, queen and more than two small (p. 34), read king, queen, ten, and more than one small; or, king, queen, more than four small. Also, for king, queen and two small (p. 34), read king, queen, and two, three or four small, first lead, fourth-best, unless king, queen are accompanied by ten, when lead king from four in suit, queen from more than four.

CHAPTER VII.

HIGH CARD LED

(followed by high card, continued).

Two examples are given to show the effect on B's inferences of adopting the method of leading advised in Chap. VI.



FORMER PLAY.

First Trick.—A leads king; Y plays 2; B plays 8; Z plays 6.

Second Trick.—A leads queen; Y plays 3; B discards; Z plays 9.

Third Trick.—A leads ace; Y plays 4; B discards; Z plays knave.

The remaining cards of the suit are probably between A and Y; but how they are apportioned B is ignorant.

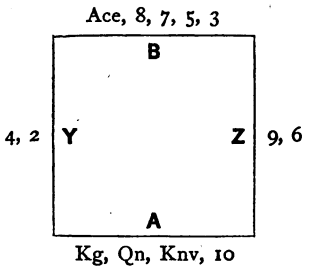
AMERICAN PLAY.

First Trick.—A leads queen; Y plays 2; B plays 8; Z plays 6.

Second Trick.—A leads king (showing that his suit was of at least six cards); Y plays 3; B discards; Z plays 9.

Third Trick.—A leads ace; Y plays 4; B discards; Z plays knave.

And the three remaining cards of the suit are marked in A's hand.



FORMER PLAY.

First Trick.—A leads 10; Y plays 2; B plays ace; Z plays 6.

And B's suit is hopelessly blocked.

AMERICAN PLAY.

First Trick.—A leads king; Y plays 2; B plays 3; Z plays 6.

Second Trick.—A leads 10; Y plays 4; B plays 5; Z plays 9.

B's suit is not blocked.

There is one unfavourable case, viz., when B has ace, and one small card. Then, if king is first led, A's suit is blocked. Against this must be put the cases in which B holds five or more of the suit.

It should be borne in mind that all rules of play are subject to the fall of the cards. It is assumed that only small cards fall, unless the contrary is stated. Really good players will of course depart from rule when the fall of the cards shows it to be advisable.

To take some simple instances. A trump is led by an adversary. A wins the first trick, and leads ace, from ace, queen, knave, and a small one. To the ace, B's ten falls. He can therefore only hold king or no more. A's second lead should be the small one. Or, A leads queen, from queen, knave, ten, and small. Ace is put on second hand, and B's eight falls. When A leads the suit again, he should lead a small one, as, if B has any more, he can only hold nine or king.

Further, it must not be forgotten that there is such a thing as an original lead from a suit of less than four cards, especially in trumps, with very good cards in plain suits. Thus:—A leads queen, and then knave. He *may* hold no more, or but one more. The only *certain* inference is that A has not led from queen, knave, ten, and more than one small.

These remarks apply with especial force to all

leads other than *the* original lead of the hand. After a trick or two, a player obtaining the lead for the first time may be influenced in his choice by various considerations. Judgment (for which no rule can be laid down), comes in. The more advanced the hand, the more necessary it is to adapt the play to circumstances, and therefore to draw inferences with a reservation.

Before leaving leads from high cards, the attention of the advanced player is again drawn to the fact that all information respecting the nature of the combination led from, and the number in suit, is invariably communicated on the first and second rounds. In the very few cases where precise number cannot be declared on the second round, it cannot be declared at all, as the card of the third lead may be selected in consequence of various inferences drawn during the fall of the cards on the first and second rounds.

And finally, the student is reminded that the foregoing instructions only apply in their integrity to the original lead of a hand. For instance: — When adverse strength in trumps has been declared, it is not advisable to assist the opponents in counting the hands, nor to afford them precise information. The players on the defence have to make a sufficient number of tricks to save the game; they have not to try to establish and bring in suits, when the presumable position of the cards

shows they have next to no chance of success. It must be left to the individual judgment of a player to decide when, in a given hand, it is to the advantage of the partnership to abandon the method of play which, under more favourable circumstances, he would follow.

CHAPTER VIII.

THE MANAGEMENT OF TRUMPS.

Trump led originally.

THE selection of card, when a trump is led originally, is the same as in plain suits, subject to one variation when leading from knave, ten, nine, etc. It may also be slightly varied in consequence of the value of the turn-up card.

Variations on this last head are too elementary to be dwelt on in a work addressed to advanced players. Those who use common sense hardly require to be told that with such a suit as queen, knave, nine, eight, two, if partner turns up ace, king, ten, or seven, the leader should begin with the two, and not with his fourth-best. It is equally obvious that with ace, queen, knave and small, ten turned up by partner, the leader should open with a small one; or that, with ace, queen, ten and small, knave turned up to the leader's right, the first lead should be the queen; and so on for other combinations, the principal of which will be found in most books on Whist.

Low Trump led after a Force.

When the player forced holds only four trumps, he trumps with his fourth-best. If he then leads

a low trump, he goes on with his lowest remaining card. Thus, with ace, king, six, two, he would trump with the two and lead the six, unless desirous of getting out two or three rounds of trumps at once.

When the player forced holds five trumps, he takes the force with his fourth-best card. If he next leads a low trump, he continues with his lowest. Three more trumps, all higher than the one with which he took the force, are now marked in his hand.

The rule of taking the force with the fourth-best, holding five trumps, is subject to a rather large exception. When the fourth-best trump is of such value that taking the force with it may imperil a trick later on, it must be reserved. For instance, with such cards as king, knave, nine, seven, three, a careful player would rightly trump with the three and lead the seven. For the time, partner is not informed as to the number of trumps held.

It follows that, when a force is taken with a low card, and a medium trump is next led, the third hand should bear in mind the possibility of the leader's not having shown number, for the reason mentioned. Thus, with king, knave, seven, three, the play would be the same as with king, knave, nine, seven, three.

In general, rules of play which are loaded with exceptions are almost as bad as no rule at all. But, in this particular instance, the rule of first

trumping with the fourth-best has been found very useful, in actual practice, when two of the low trumps are very small. When five trumps are not so shown, a good partner at once grasps the reason, viz., that, in the leader's opinion, the reserved trump was more likely to be of trick-making value if led, than if played to a force.

With more than five trumps, the fourth-best would frequently be too high to trump with, for the mere sake of showing number. Also, as has already been remarked, it is much more important to exhibit the difference between four- and five-card suits than between five and more than five.

The simplest way of treating six-card suits is to trump with the penultimate and then to lead the fourth-best. When the small trump comes down later, the original possession of six is shown. Thus, with king, knave, nine, eight, three, two, the force is taken with the three. The eight is then led, and partner is in the dark as to number. Suppose now the trump leader is forced again with the two. He remains with three trumps, all higher than the eight.

B's inference, when A trumps with a low trump and then leads a lower one, is that A had five trumps originally.

If A trumps with a low trump and then leads a medium one, B can only decide by watching the subsequent fall of the cards, whether,

1. A had four trumps originally. If so, he probably has good cards in plain suits. Or whether,

2. A had more than four trumps originally, with medium cards too high to part with in order to show number. Or whether,

3. A being very strong in the other plain suits, is leading the highest of his weak trumps.

High Trump led after a Force.

When, after a force, the player holds such high trumps that he has to open the suit with a high card, he leads according to the number of trumps he now holds, not according to the number he held originally.

Take first the case of four trumps, one of which has been used for trumping. From queen, knave and two small ones, the fourth-best is led; from queen, knave and one small one, queen is led. Hence, a player holding queen, knave and two small ones, and having been forced, should lead the queen.

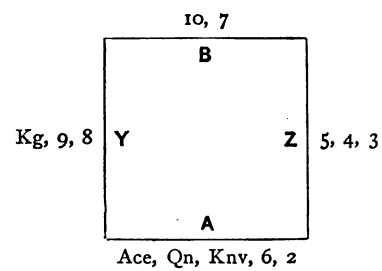
With five trumps the player who has been forced, and who then leads a high card, treats the suit as though he held only four originally: For example:—with ace, queen, knave and two small ones, one having been made use of in trumping, ace, then queen (not knave), should be led.

There is some difference of opinion about this; so the case will have to be examined. The object of leading knave after ace (holding ace, queen, knave, and more than one small one), is that partner may not block the suit, if he held king and two small ones originally; or rather, in trumps,

that he may have the option of unblocking. But when one of the five trumps has been disposed of, the leader's object would be not to leave to his partner the option of winning the second trick twice over.

With six trumps it is scarcely necessary to add that, after a force, high cards are led as though five had been held originally.

Some players with more than four trumps, and about to lead high trumps after the force, trump with the fourth-best card. There is, however, hardly a case in which more information is conveyed by so doing than by trumping with the lowest. And having regard to the possibility of being afterwards overtrumped, or of afterwards having to overtrump, it is not advisable, in these cases, to sacrifice even a moderate card in the trump suit. For instance:—



A is forced, and trumps with the six. Then,

First Trick.—A leads ace; Y plays 8; B plays 7; Z plays 3.

Second Trick.—A leads queen; Y plays king; B plays 10; Z plays 4.

Y now, either accidentally or by design, leads a suit of which neither Z nor A has any. Z trumps with the five; he either wins the trick, or the command of trumps is left in Y's hand. If A had trumped, in the first instance, with the deuce, as he ought to have done, he would have been able to overtrump with the six, and would have kept the command.

The foregoing instructions assume that the trump lead is of the leader's own motion. If, for instance, his partner had called for trumps, he would follow the ordinary book rule, viz., with three trumps, trump with lowest, and lead highest; with four trumps echo with penultimate and lead from highest downwards; with five trumps echo with penultimate and lead lowest, except with ace, that card being led irrespectively of number after a call.

THE PLAY
OF
THE SECOND HAND.

THE PLAY OF THE SECOND HAND.

CHAPTER IX.

THE PLAY OF THE SECOND HAND

(as affected by American Leads).

WHEN an honour is led originally (of course from strength), the second hand, holding one higher honour, was formerly instructed to pass the honour led, if he held at least four of the suit; to cover the honour, if he held less than four, except his honour was the ace, when he was told to cover, irrespective of number.

As regards ace on an honour, second hand, the rule is sound. But as regards covering queen with king, or knave with queen or king, calculation has demonstrated that it is more advantageous to pass, even with numerical weakness. This assumes that an honour is only led originally from the combinations given in the Table of Leads.

When the play of the third hand comes to be examined, it will be taken for granted that the second hand passes an honour led, whatever number of cards he may hold in the suit, provided he has only one honour, that honour not being the ace.

If knave of a plain suit is led originally, by a player who prefers the old lead of knave from knave, ten, nine, etc. (*see* Chap. XVI), the second hand holding king, queen and one or more small ones should pass. Ace must be in the third or fourth hand; and if the knave led wins the trick, the second hand makes the third trick in the suit instead of the second.

If knave of trumps is led, the second hand with king, queen, etc., should cover.

When a small card is led, the second hand is instructed to play his lowest, unless he holds certain combinations of high cards, such as ace, king; king, queen, etc. The details of cases in which a high card should be played second hand, on a low card led, are well known to good players, so they need not be repeated here.

The instructions given in Whist books suppose the original lead of a deuce. But when a medium card is led, a fourth-best on the American system, the second hand should remember that the leader holds three cards higher than the one selected. Hence it may be that, if the second hand has several high cards in the suit, he can place all the intermediate cards with the leader. When this is the case, the second hand should cover the card led with the lowest card which will win the trick.

A few examples will render this quite clear.

A's original lead is an eight.

Y holds ace, king, ten, with or without small ones.

If the eight is A's fourth-best card, A must hold queen, knave, nine. Therefore, Y should play the ten, not the king.

Or, A leads a seven originally.

Y holds ace, king, knave, eight.

The seven being A's fourth-best card A is marked with queen, ten, nine. Therefore, Y should play the eight.

Again, A leads six.

Y holds ace, queen, knave, eight, seven. The cards required to complete the sequence, viz., king, ten, nine, are in A's hand. Y should play the seven (*see* also Chap. III).

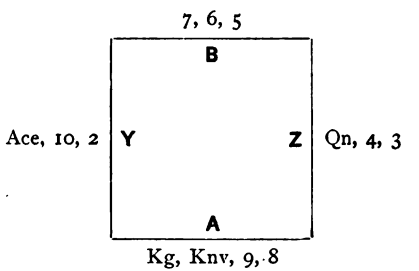
So with the king and another, second hand, if the nine is led originally, Y should put on the king, as A most probably holds ace, queen, ten. Or, if eight is led, and Y holds king, nine, he should similarly play the king, on the assumption that the lead was from ace, queen, ten, eight.

With queen and one other second hand, ten being led, the second hand should play the queen. The lead is presumably from king, knave, ten. If the ace is in the third hand no harm is done; if in the fourth hand, the queen saves the ace. This case is familiar to all good players. It is only mentioned here in illustration of the general principle which should guide the second hand in covering.

If eight is led originally, and the second hand holds an honour, the ten, and a small card lower

than the nine, he should play the ten. With knave, ten, and a small one, this is the usual play. With queen, ten, and a small one, the lead must be from king, knave, nine, eight, or ace, knave, nine, eight. If from the former, the ten may save partner's ace. Should the ace be in the third hand, or should the lead be from ace, knave, nine, eight, no harm is done.

Similar arguments apply to ace, ten, and a small card, and to king, ten, and a small card. To take an example :—



First Trick.—A leads 8; Y plays 2; B plays 5; Z plays queen.

Second Trick.—King or knave forces ace, and A remains with the command.

But if,

First Trick.—A leads 8; Y plays 10; B plays 5; Z plays 3.

Second Trick.—A leads 9; Y plays 2; B plays 6; Z plays queen.

And Y remains with the winning card.

If B's and Z's hands are exchanged, Y gains nothing by playing the ten on the eight. But also, he loses nothing. So, by playing the ten, there is a possible gain of one trick, without any corresponding disadvantage.

It may be that A does not continue the suit. Even then, nothing is lost by playing the ten first round.

With knave, nine, and a small card, the second hand should play nine, on eight led originally, as can be similarly shown. And, in trumps, but not in plain suits, with king, nine, and a small one, or with queen, nine, and a small one, the eight should be covered with the nine.

It is hardly necessary to add that an effort to win a trick, second hand, must not be mistaken for a call for trumps. If Z is a player likely to confuse between an effort to win a trick and a call for trumps, Y must refrain from covering in many cases where, on analysis, he ought to cover, second hand.

When A quits the head of his suit, and leads his fourth-best, the second hand should cover with the card next higher than the one led, if he can place in the leader's hand intermediate cards which make up a sequence. For instance:—

A leads ace originally.

Y holds king, queen, ten, four; to the ace he plays the four.

Second trick, A leads eight. He therefore

holds knave, nine, and at least one small card. To the eight, Y plays the ten, not the queen.

Carrying this a step lower down, A leads ace, then seven, and Y holds king, queen, knave, eight, two. To the ace Y plays the two, and to the seven he plays the eight, as A must hold ten and nine (*see* also Chap. V).

The play of the third and fourth hands may be occasionally modified by the successful covering of a medium card by the second hand. Under these circumstances, the third hand should be cautious in returning his partner's lead; the fourth hand should be more ready, if he has no special game of his own, to return the lead through the strong.

THE PLAY
OF
THE THIRD HAND.

THE PLAY OF THE THIRD HAND.

CHAPTER X.

INTRODUCTORY.

THE play of the third hand, as laid down in Whist books, is meagre and unsatisfactory. In the following pages a fuller explanation than has hitherto been afforded will be given of the duties of the third player, especial attention being drawn to the cases in which the third hand should unblock the leader's strong suit.

An *original* lead from a plain suit will be assumed; also that the strongest suit, containing four or more cards, is chosen; that the card selected is the one prescribed by American Leads; and that small cards fall, unless the contrary is stated. Thus:—A's lead from ace, queen, ten, six, two, is ace, then six. But, if the adverse knave falls to the first round, the ten would be the next lead, queen, ten now ranking second- and third-best, as in the lead from ace, queen, knave, and small ones.

Ace led originally.

The lead is from ace, queen, knave, and one or more small ones, or from ace, king, and at least three small ones, or from ace and at least four small ones.

Ace led, followed by king.

The leader remains with at least three small ones. The third hand should unblock as explained in Chap. XI.

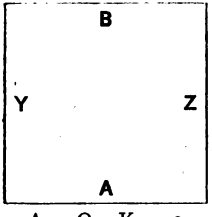
With more than four in suit it is seldom advisable for the leader, holding ace, king, knave, to wait for the finesse of the knave on the return of the suit. Should such a case occur, the lead is ace, and then change the suit.

Ace led, followed by queen.

The leader remains with knave and only one small card (*see* Table of Leads, Chap. VI).

The only case that calls for remark, is the one of B's holding king and two small cards originally.

B should play the small card to the queen. The lead was from four cards only, and the ten is certainly against. Here the chance of loss by unblocking with the king is greater than the chance of gain. *E.g.*:—



First Trick.—A leads ace; Y plays small; B plays 5; Z plays small.

Second Trick.—A leads queen; Y plays small; B plays 6 (not king); for if king is played, either Y or Z will remain with the command after the third round, unless each of them held exactly three cards of the suit originally.

Even if B held king, ten and a small card originally, he should pass the queen, unless he wants the lead.

Ace led, followed by knave.

The leader remains with queen and at least two small cards (*see* Table of Leads, Chap. VI).

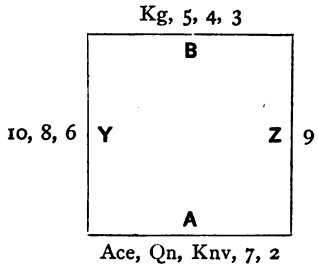
If B held king and two small ones originally (king and one small one remaining), he should play the king on the knave, that he may not block the suit.

The only exception is, if Y does not follow suit, B should then pass, as by playing the king he may leave ten guarded in Z's hand. Of course, if B holds king, ten, the exception does not apply.

It may be that Z does not follow suit to the knave, when, if B plays the king, he may leave ten guarded in Y's hand. The risk, however, is slight, and it ought to be run.

With king and three small ones originally, B should pass the knave, unless he wants the lead,

as he still has the power of getting rid of the command on the third round. Thus:—



First Trick.—A leads ace; Y plays 6; B plays a small one; Z plays 9.

Second Trick.—A leads knave; Y plays 8; B plays a small one; Z trumps.

Third Trick (Y to lead).—Y leads 10; B plays king (although he knows it will be trumped), and so gets rid of the command.

Suppose the suit is not led a third time, and that, late in the hand, B, remaining with king and one small card, has to discard from his partner's suit. He can count queen and two others in A's hand, and the ten single against. B should therefore discard the king. Getting rid of the command by the discard is a point concerning which all but the best players are very remiss. The discard of the king does not deceive A as to the position of the small card. B was marked with king and a small one when he passed the knave.

Observe the advantage to A, provided he can

depend on B for correct play. If all follow suit to ace, knave, and the knave wins, it is certain that B holds king *and a small one.* A does not continue a third round, as he knows one adversary will trump and the other will discard. A also knows that, if trumps come out, he can certainly bring in the suit, even if Z trumps the knave; for B will next play the king, and will remain with a small card with which to put in his partner.

Ace led, followed by original fourth-best.

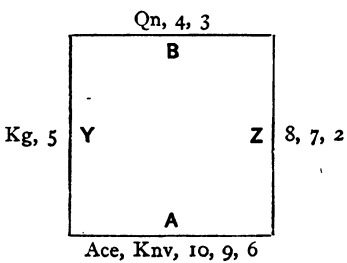
If ace is followed by ten, the leader remains with queen, knave only.

B's play with king and two small ones originally (king and one small one remaining), is the king to the ten, that he may not block the suit. He may safely play the king even if Y renounces to the ten. The exception, with regard to ace followed by knave, when Y renounces, does not apply to ace followed by ten.

Suppose Y trumps ten led after ace, and that B plays the king. A must not jump to the hasty conclusion that B has no more of the suit. A selects the ten in preference to the queen, *with the very object of inducing B to play the king, should B hold king and one small card.* All unblocking play is liable to cause a careless leader to draw false inferences. The leader should bear in mind the possibility that the third hand may be getting rid of the command, whenever that player drops a high card.

With king and three small ones originally, though B runs no risk of loss by playing the king on the ten, he should pass, in order to enable A to count his hand (king and at least one small one remaining). With more than four originally it is obvious that B must pass the ten; because, as the lead was from ace, queen, knave, ten only, B would block his own suit by playing king on ten.

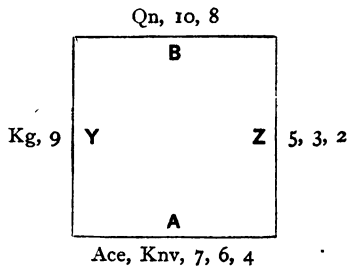
When ace is followed by a lower card than the ten, if Y does not trump and B has the king, of course he plays it. If B had three of the suit originally and remains with a high card (not the king), and a low card, he should remember, before playing to the second round, that A holds exactly two cards higher than the one now led. If the cards that have fallen, and the cards remaining in B's hand, show that the two higher cards in A's hand command the suit, provided B parts with his high card, B should play it to the second round. This point has already been insisted on when treating of American Leads (Chap. V), but it is so important that two more examples are added:—



First Trick. — A leads ace; Y plays 5; B plays 3; Z plays 2.

Second Trick.—A leads 9; Y plays king; B should play queen. For knave, ten and at least one small one are marked in A's hand.

Again :—



First Trick.—A leads ace; Y plays 9; B plays 8; Z plays 2.

Second Trick.—A leads 6; Y plays king; B should play queen as A must hold knave, seven and at least one small card.

CHAPTER XI.

THE PLAY OF THE THIRD HAND (CONTINUED).

Ace led, followed by any card, when the third hand holds four of the suit exactly.

WHEN ace is led originally, the third hand with four of the suit, exactly, should prepare, *at once*, to get rid of the command by playing his lowest card but one to the ace, *retaining his lowest card.*

There is no novelty in this mode of play. It is as old as Hoyle; but it is strangely neglected by modern players.

Under "Particular Games to be played, by which you run the risk of losing one trick only to gain three," Hoyle says: "Suppose your partner is to lead, and in the course of play, it appears to you that your partner has one great suit; suppose ace, king, and four small ones, and that you have queen, ten, nine, and a very small one of that suit; when your partner plays the ace, you are to play the nine; when he plays the king, you are to play the ten; by which means you see, in the third round, you make your queen, and having a small one remaining, you do not obstruct your partner's great suit; whereas if you

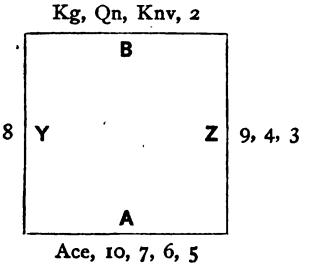
had kept your queen and ten, and the knave have fallen from the adversaries, you had lost two tricks in that deal."

Hoyle does not say how you are to know your partner has a "great suit." In his day, king was led from ace, king, knave, to inform your partner that you have ace and knave remaining, especially if you changed the suit after leading the king, and tried to put the lead into your partner's hand. But ace was led from ace, king suits, unaccompanied by knave, as well as from suits of ace and four or more small cards. The case quoted is not fully stated by Hoyle; the probable meaning is that, ace being frequently led from a suit of at least five cards, you should prepare to get out of your partner's way holding such cards as queen, ten, nine and another. Hoyle put the queen in the third hand, most likely to get rid of the alternative lead of ace, from ace, queen, knave, four in suit.

It is a pity that players do not pay more attention to the little the father of the game has bequeathed them. If they did, they would hardly need to be told that the principle involved in Hoyle's "Particular Game" applies to other combinations.

The lead of ace is either from a minimum of five cards, or from ace, queen, knave. Take the five-card lead first. AB hold between them at least nine out of thirteen cards; this leaves at most four cards to be accounted for adversely

The point for B to aim at is to keep his smallest card, that he may not block the suit. For instance:—

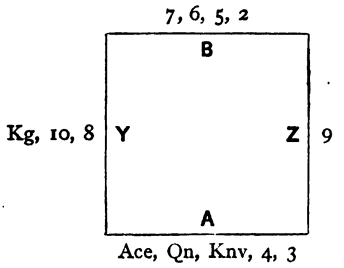


First Trick.—A leads ace; Y plays 8; if B plays 2, A's suit is irretrievably blocked, and B does but encumber his partner with help. B should play knave; Z plays 3.

Second Trick.—A leads 6; Y trumps; B plays queen; Z plays 4.

To the third round, B plays king, and A remains with the command.

Or, again:—



First Trick. — A leads ace; Y plays 8; B plays 5; Z plays 9.

Second Trick.—A leads knave; Y plays king; B plays 6; Z renounces.

Third Trick (A to lead).—A leads queen; Y plays 10; B plays 7. And A's suit is unblocked.

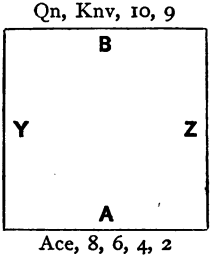
If B had played the two to the ace; the five to the knave; and the six to the queen, A, the player with the numerical superiority, would have been blocked.

The only case in which B can possibly lose by his attempt to unblock is as follows:—Z must hold none of the suit; A must have led from five cards exactly, and A's small cards must all be very low ones. The risk of loss is so trifling that it is hardly worth considering.

If Y does not follow suit to the ace, the risk of loss is greater, as B must pursue his tactics on the second round or he has called for trumps (*see* Chap. XII). Hence, when the unblocking game was first methodised, it was recommended that, if Y is void, B, holding four of the suit, should play his lowest to the ace. But experience has shown that, under these conditions, there are very few combinations with which Z can gain a trick he would not equally win, whether B attempts to unblock on the first round or not. The risk of loss, though greater than before, is worth running.

B's four cards may be of equal trick-making value, when he cannot block or unblock A's suit, however he plays. Nevertheless B should pursue a uniform

system, whenever he holds four cards exactly. Example :—



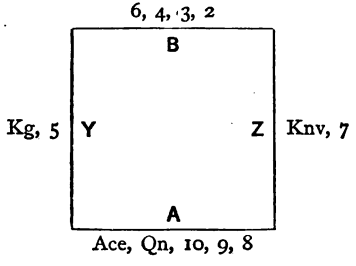
First Trick.—A leads ace; Y plays 7; B plays 10; Z plays 3.

Second Trick.—A leads 4; Y trumps; B plays knave; Z plays 5.

Third Trick (Z to lead).—Z leads king; A plays 2; B plays 9. And the queen is marked in B's hand, as B must have originally held four of the suit.

The information as to the position of the queen would not have been given if B had played nine, then ten, then knave. B has not called for trumps. This will be explained in the next chapter.

Again :—

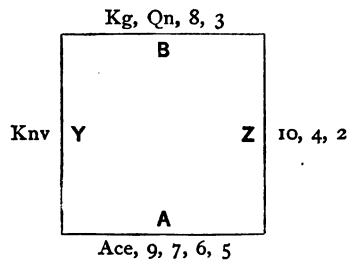


First Trick.—A leads ace; Y plays 5; B plays 3; Z plays 7.

Second Trick.—A leads 9; Y plays king; B plays 4; Z plays knave.

Y does not lead a trump, so it may be assumed he is not calling, and the five is therefore his lowest card in the suit. Consequently, B must hold the deuce. And, as he would only play in this way with four of the suit exactly, he must hold one other card, in this instance the six. The deuce and six are marked in B's hand. A could not have told the position of the six, if to ace, and nine, B had played the two and the three.

If a small card is missing after the second round, A can place two more of the suit exactly in his partner's hand. It is just possible that an adversary may have commenced a call for trumps on the first round, and may have withdrawn it on the second; but this contingency is unlikely. A will often be able to place the whole suit. Thus:—

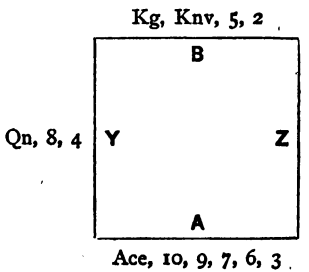


First Trick.—A leads ace; Y plays knave; B plays 8; Z plays 2.

Second Trick.—A leads 6; Y trumps; B plays queen; Z plays 4.

No one having played the trey in two rounds, B has it. He must therefore have held exactly four of the suit originally. So, in addition to the trey, B holds one other card, which must be the king; and Z has the ten single.

A may be able to place the suit, as to number, after the first round. Thus:—



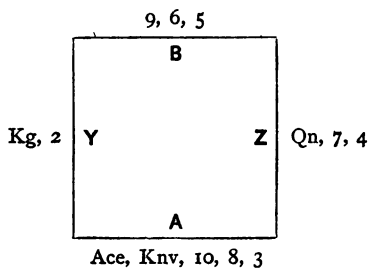
First Trick.—A leads ace; Y plays 4; B plays 5; Z trumps.

Z now leads a trump. It is highly improbable that Y is calling for trumps. If not, B holds the deuce of A's suit. Hence B has three more exactly, and Y has two more. Note also, that Y cannot place the suit.

From these examples it will be apparent, when B has two low cards, he should not argue that

it is a matter of indifference which of them he plays on the first round, as he can unblock if he pleases on the second. It makes no difference as far as unblocking is concerned; but, unless B pursues a uniform system, whatever his four cards, A will not be able to draw correct inferences.

Moreover, A may be enabled to count the cards, in consequence of B's playing his lowest card to the ace. For instance:—

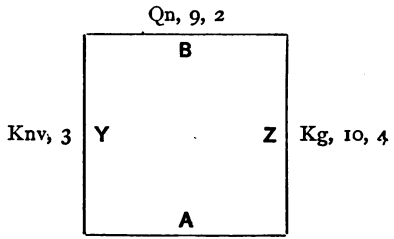


First Trick.—A leads ace; Y plays 2; B plays 5; Z plays 4. It is certain that B has not three more of the suit exactly.

Second Trick.—A leads 8; Y plays king; B plays 6; Z plays 7.

Later in the hand, B discards the nine. It is certain that B has no more, and that Z has the queen. A knows, if he leads the suit again, that B can trump it; or, if Y trumps it, that B is favourably placed for overtrumping.

These negative inferences are of more importance than they appear to be at first sight, so a second example is given:—



First Trick.—A leads ace; Y plays 3; B plays 2 (therefore had not four of the suit originally); Z plays 4.

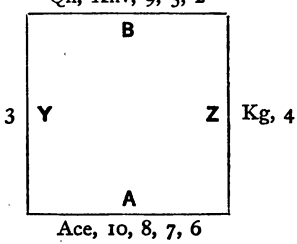
Second Trick.—A leads 6; Y plays knave; B plays queen; Z plays king.

Later in the hand, B discards the nine.

If A has the lead, he can force B, with the certainty that Z has the ten. For, if B had held four of the suit originally, he would have played the nine to the first trick, instead of the deuce.

A must further bear in mind that unblocking on the first round is only attempted when B holds four of the suit exactly. A must not therefore assume, because B plays, say, the deuce to the ace, that B has but two or three of the suit. B may hold five, or more. The only certainty is

that B did not originally hold four exactly. For example:—



First Trick.—A leads ace; Y plays 3; B plays 2 (therefore has not three more exactly); Z plays 4.

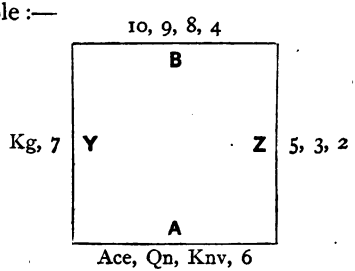
Second Trick.—A leads 7; Y renounces; B plays knave; Z plays king.

B is marked with the queen. He may hold that card single, or he may hold nine and five also. He has both or neither.

A's lead may be from ace, queen, knave, and only one other card. In this case, it is impossible for B, with four of the suit exactly, to lose by keeping his lowest card when ace is led.

As soon as queen is led after ace, B knows that he cannot block the suit. He must, nevertheless, play a higher card on the second round than the one he played to the ace, or he has called for trumps. If, on the third round, he plays his lowest card, he has only abandoned an attempt to unblock. The play of the small card on the third round does not constitute a call, as will be explained in the next chapter.

Example :—

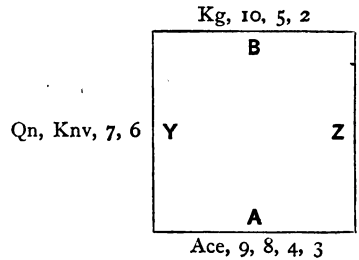


First Trick.—A leads ace; Y plays 7; B plays 8 Z plays 2.

Second Trick.—A leads queen; Y plays king; B plays 9 (or he has called for trumps); Z plays 3.

Third Trick (A to lead).—A leads knave; B plays 4. B has not called for trumps; he is marked with the ten single. If he had played, first the two, then the eight, then the nine, A could not have placed the ten.

Also, when Z fails to follow suit to the first trick, B may similarly have to abandon his unblocking tactics on the third round, even though A led from five cards. For instance:—



First Trick.—A leads ace; Y plays 6; B plays 5; Z trumps.

Second Trick (A to lead).—A leads 4; Y plays knave; B plays king; Z trumps.

Third Trick (Y to lead).—Y leads queen. B must play 2, as there is nothing to show him that A holds the nine. B has not called for trumps; he has only abandoned an attempt to unblock.

If, in the above case, A's cards had been ace, nine, eight, seven, three, he would have led the seven on the second round. Then B could safely have played the ten on the third round, as A would have been marked with nine and eight.

It is not denied that combinations may be invented with which B's attempt to unblock may turn out disastrously. But there can be no doubt that the great balance of advantage lies with the unblocking system.

If, after having led the ace, A discontinues his suit, in consequence of the fall of the cards, or of losing the lead, the ace being trumped, B may have to discard from the suit, or may have to return it.

If B, holding four originally, has retained his lowest card to ace led, he must discard his middle card. If he discards his lowest, he undoes all he has already done, and completes a call for trumps. If, after discarding, he returns the suit, he treats it

as though he had only three originally, and returns the high card. So also, if B wins or attempts to win the second round, and then continues the suit, he must lead the higher of his remaining cards; and similarly, if he has to discard after playing a winning or covering card to the second round, he must discard the higher of his remaining cards.

Or, not having discarded from A's suit, B may obtain the lead and may desire to return the suit, only one round of it having been played. B will rarely be placed in this position, unless the king has fallen to the ace, or Z has trumped the ace.

It is clear that B must not return his lowest card, or he undoes all he has already done, and completes a call for trumps. He must treat his suit as though he had only three originally, and return the highest.

The foregoing is contrary to the accepted rule of play with regard to returned leads. But as the lowest card cannot be returned, for the reasons already given, B's only resource is to return one of the others; and to return the middle card would be futile.

It will no doubt be objected that this unusual return may cause A to miscount B's hand. It may have this consequence at first, if A, being unaccustomed to the return, is a player who draws his inferences rigidly, and especially if he cannot place a missing small card in B's hand. It often happens now that A cannot tell, from the card returned, whether B has two more or no more of

the suit. So in this case, it will sometimes happen that A will not be able to tell how many cards of the suit B has remaining.

The return here proposed has been a bitter pill for the old school of Whist-players, and they have distinctly refused to swallow it. They have been brought up to return the higher of two remaining cards, the lowest of three, and they have, with rare exceptions, continued in that faith. If, however, they wish to unblock their partner's suits, and to play their cards to the best advantage, they will be obliged to depart from the cherished Whist-maxim of their youths, when an ace is led originally. If they are content to stand still, no one can prevent them; but they may be sure that the Whist-players of the future, having nothing to unlearn, will return any card which experience tells them will most probably conduce to success.

CHAPTER XII.

THE PLAY OF THE THIRD HAND (CONTINUED).

Re, *Calling for Trumps.*

A CALL for trumps, according to Clay, "consists in throwing away an unnecessarily high card;" and, he adds, "it is requisite to pay great attention to this definition." Also, "it must be very carefully observed that the invitation must be given on the first round of a suit [and completed on the second] . . . . unless it is right for you to take or attempt to take the trick in the first [or second] round."

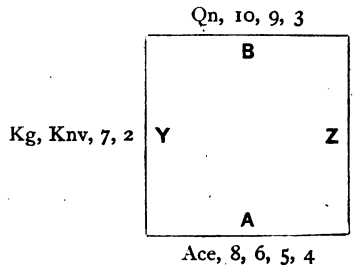
Now to test this definition when the third hand attempts to unblock.

A leads ace; B, holding queen, ten, nine, three, plays nine. This card is not an *unnecessarily* high card.

A now leads a small card of the suit; B plays ten.

It is obvious that B has not called for trumps, or he would have played the ten before the nine.

Whatever card B plays on the third round, he does not complete a call. For example :—



First Trick.—A leads ace ; Y plays 2 ; B plays 9 ; Z trumps.

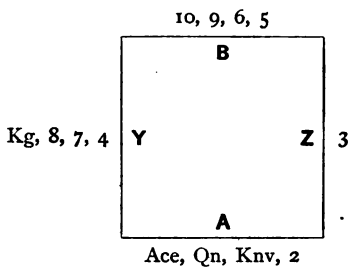
Second Trick (A to lead).—A leads 5 ; Y plays king ; B plays 10 ; Z renounces.

Third Trick (Y to lead).—Y leads 7 ; B plays 3 (as by playing the queen he may give away a trick). B has not called for trumps.

B cannot convert into a call what never was a call. His small card, played to the third round, says he began getting out of his partner's way on the first and second rounds, but without playing an unnecessarily high card ; and, seeing from the fall of the cards that pursuance of his tactics may lose a trick, he has abandoned them on the third round. After the third round, A can place queen single in B's hand. "When you are at last obliged to play your lowest card, your partner, if he is a good player, will understand your change of intention." (Clay).

If, in the example, the two and the three change places, A will notice the absence of the deuce on the first round. When B plays the ten on the second round, either B is unblocking or Y is calling. A cannot tell which; but this he knows for certain, that B is not calling.

Take another case:—



First Trick.—A leads ace; Y plays 4; B plays 6; Z plays 3.

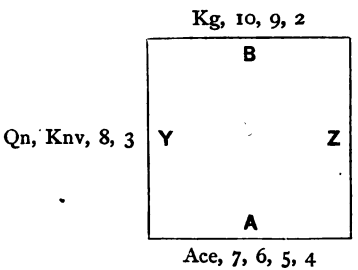
Second Trick.—A leads queen; Y plays king; B plays 9 (that his attempt to unblock may not be mistaken for a call); Z renounces.

Third Trick (A to lead).—A leads knave; Y plays 7; B plays 5. B has not called for trumps; A can place the ten in B's hand and the eight in Y's.

It may be argued that B has perhaps withdrawn a call. To justify the withdrawal, the aspect of the game must have changed. Referring to the examples, B has not withdrawn a call. If, in the first case, he wanted trumps before he knew Z

could trump A's suit, *a fortiori* he would want trumps afterwards; and, in either instance, he would have completed the call on the second round.

The only case at all likely to lead to misunderstanding is that in which B has to make an effort to win the second trick, Z having renounced to the first. For instance:—



First Trick.—A leads ace; Y plays 3; B plays 9; Z trumps.

Second Trick (A to lead).—A leads 5; Y plays knave; B plays king; Z trumps.

Later in the hand, Y leads queen. B, not knowing where the eight is, plays the two.

If the play is analysed, it can be shown positively that B has not called for trumps.

The ten is marked in B's hand, as soon as Y plays the knave to the second trick. Hence, when the two comes down, it is apparent that B has been attempting to unblock; that he has altered his tactics on the third round, and that, having

four of the suit originally, he remains with the ten single.

In the examples, A's small cards have been purposely so arranged that B cannot tell where the command of the suit is. If he can tell that A has it, he of course throws his high card on the third round, and all doubt vanishes. Thus, let the eight and the five change places in the above example. A leads ace, then six. Two cards higher than the six are marked in A's hand. So, when Y leads the queen, B can safely play the ten.

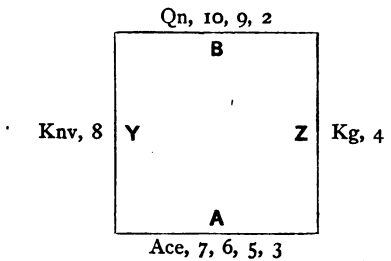
Replace the cards, as in the last diagram (the eight being in Y's hand, and the five in A's); and let Y lead the queen on the second round of the suit. B must play king. Now the ten is not marked in B's hand. Presently, Y has the lead again and leads knave. B plays two. What is A now to infer?

This is about as difficult a case as can be devised. It is a hard nut for even good players to crack. But it is a nut of some rarity; and it must be cracked by those who desire to make the best use of their cards.

The question can only be answered by following the whole hand. Z has had the lead twice, so at least two tricks must have been played in other suits before B's deuce comes down; possibly more. During the play of these tricks, if B gets the lead and wants trumps out, he will lead them. If he does not get the lead he will generally have had the opportunity of calling in the suit led by

Z. If he has the lead and does not lead a trump, or if he might call and does not do so, A would rightly infer that B has not been calling for trumps, but that he has been attempting to unblock.

To reduce all this to a simple rule:—When B to his partner's original lead of an ace plays a higher card on the second round than he did on the first, he is not calling for trumps; *and this holds, whatever the value of the card he plays on the third round.* Also, if A misses a small card, he is not to jump to the conclusion that there is of necessity a trump call. For instance:—



First Trick.—A leads ace; Y plays 8; B plays 9; Z plays 4.

Second Trick.—A leads 5; Y plays knave; B plays queen; Z plays king.

Z does not lead a trump, so, presumably, he is not calling. A gets the lead. The deuce is marked in B's hand. B may be calling or unblocking. A must not lead a trump on speculation, unless it suits his hand.

There is one case in which AB may come to great grief, viz., that of a speculative trump lead on the part of A. Thus:—A leads ace; Y plays eight; B plays nine; Z plays four; and A does not hold the deuce. A has a wretched hand, with very little likelihood of getting the lead again. The score is AB, love; YZ, three or four. A naturally says to himself:—"If any one but my partner is calling, it is all over with us." So he leads a strengthening trump, on the chance, and then finds B has been getting rid of the command. No doubt hands could be constructed, in which, if A were quiet with trumps he would save the game, which he loses in consequence of his speculative trump lead. But, in the majority of such cases, A would lose the game anyhow, unless B is strong in both trumps and plain suits. Speculative transactions cannot be expected, in the majority of cases, to turn out profitably.

There may be a call late in a hand. After some five or six tricks have been played, B sees that he must have a trump lead from A, if possible. B has already played the deuce of A's suit, and to the second and third rounds he plays first the eight, and then the four. According to Clay, this play is not a call. It rather seems to mean, however, that, when the suit was first led, B did not deem himself justified in calling; but, the aspect of the game having changed, a trump lead would now be very advantageous, or anything but a trump lead would be disadvantageous. It is clear

that B is not trying to unblock, or he would have played the four to the first trick.

It is admitted that B, having begun to unblock, can hardly make a late call in his partner's suit, however much he may wish to do so. It is comparatively seldom, however, that late calls are required; but suits are often blocked which might have been unblocked. So, on the balance, the advantage is with the unblocking system, notwithstanding that B may thereby preclude himself from making a late call in A's original suit.

It may be objected that, if B follows the unblocking system, he is prevented from calling for trumps at all in his partner's ace suits. This, however, is not so. If the highest cards of B's four are a tierce, it is obvious that he can unblock and call by first playing the middle card of his tierce. If B's two middle cards are in sequence, or of indifferent value, it is equally obvious he can unblock and call by first playing his second-best card. With one honour, the ten, and two small cards, B's chance of eventual loss by calling with the ten is small; and as, by the hypothesis, he is strong in trumps, the risk ought to be run.

With two honours and two small cards, the second-best card is too valuable to use for calling. Thus, if with king, queen and two small ones, B plays the queen to the ace, he may give away a trick to an adversary who holds knave and two small ones. With king, knave, the queen may fall to the first or second trick, and an adversary may

remain with ten guarded. With queen, knave, if B plays knave to ace, he may find king, ten over him.

The abandonment of the call in these cases is of no great moment. B will either get the lead on the second round, when he can lead a trump; or the suit will be trumped, and B will have the opportunity of getting the lead or of calling in another suit. With queen, knave, B will lose the second trick, and will get the lead or will call in the suit next led. B loses hardly anything by postponing the call. In the ordinary course of unblocking he is bound to play one of his honours to the second trick; therefore, with two honours and two small cards, he cannot complete a call on the second round. And, as he is strong in trumps, it is all the more essential that he should not keep the command of his partner's suit, there being then a great probability that A will bring it in.

In all cases, except when ace is led originally and B has two honours and two small cards, if B is strong enough to call, he is strong enough, with four of the suit exactly, to begin unblocking and calling with his second-best card, as will be seen when the subsequent leads are analysed.

CHAPTER XIII.

THE PLAY OF THE THIRD HAND (CONTINUED).

King led originally.

THE lead is from ace, king, or from king, queen, with two more cards of the suit (*see* Chap. VI).

If B holds ace, knave only, he should put ace on king and return knave.

With ace, knave, and one other card (even the ten), B should play his lowest card to the king, and the ace to the small card next led, unless the suit is then trumped by Y.

With ace, knave, and more than one small card, B should play his lowest to the king, and, if Y follows suit, the knave to the small card next led. His hand can then be counted to contain ace and at least one other card of the suit.

With ace and any number of small cards, B should play his lowest card to the king.

If king is led, and B does not hold the ace, B should not attempt to unblock, as the lead is from four cards only. Whatever the number or value of his small cards, B must play his lowest to the king.

CHAPTER XIV.

THE PLAY OF THE THIRD HAND (CONTINUED).

Queen led originally.

THE leader is credited with ace, king, and more than one small card (*see* Table of Leads, Chap. VI); or, with king, and more than two small cards (*see* Chap. IV); or with knave, ten, and probably one or more small cards (*see* Table of Leads, Chap. VI).

If B holds ace, king, and one small card, and Y follows suit, B should win the queen with the king, so as not to block his partner.

The above and similar rules of play, assume the original leader can be trusted to choose his strongest suit for his opening lead. With partners who sometimes open the hand with the ridiculously bad strengthening queen, from queen and another (it should be called weakening queen), B has no alternative but to pass. In some few hands, as with three of each plain suit and four small trumps, a player might possibly open a suit of queen, knave, and one small card. Even then B does no harm by winning the queen with the king, as three tricks are equally made in the suit, whether B puts on the king or passes. And if the

lead was from four cards, four tricks are made in the suit.

With ace, king, and more than one small one, B should play his lowest card to the queen.

With ace and any number of small cards, Y following suit, but not covering queen led, B should play his lowest card.

(For B's play when queen is led and Y does not follow suit, and does not trump, and B holds the ace, *see* Chap. IV).

Queen led, followed by ace.

The lead is now declared to be from five cards exactly, including the king.

Queen led, followed by king.

Queen having won the first trick, the lead is from at least six cards, including the ace.

Queen having lost the first trick to the adverse ace, the leader remains with at least three small cards of the suit.

Queen led, followed by knave.

The lead is declared to be from at most four cards, including the ten.

B's play to the knave, B holding an honour, is his lowest remaining card. This is so obvious that no further explanation is required. The only exception is, when B holds an honour and the nine only, the queen having forced the other honour. B should then play his honour on the knave if he desires the lead.

Queen led, followed by ten.

The lead is from more than four cards, including the knave.

B (holding ace, king and two small ones originally) has passed the queen. He must play the king on ten, in order to unblock the suit, though he knows the card led will win the trick. Even if Y trumps the ten, B should play the king. B cannot possibly lose, and may gain, by playing in this way. His partner has declared at least five of the suit originally; and B had four. Two cards of the suit, played by Y and Z to the first trick, account for eleven out of thirteen cards. If the remaining cards, for instance, nine and eight, are both in the hand of the same adversary, one of them must fall to the ace, and the other to the knave.

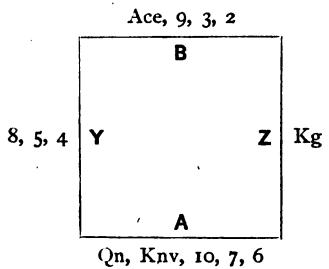
After B has played king on ten, his hand can be counted to contain ace and one small card of the suit exactly.

Should queen led originally be won adversely by king or ace, and A continues with the ten, B, with an honour and only one small card remaining, should get rid of the command by playing the honour, unless Y renounces to ten led after queen. Then B should pass, as the nine may be guarded in Z's hand. If, however, B can tell to the contrary from the fall of the cards, or from holding the nine himself, he should play the honour.

When A follows queen with ten, and B remains with an honour and more than one small card, he

should pass the ten. His hand can then be counted to contain the honour and at least one small card.

Of course, if the suit is led a third time, or if B has to discard from it after the second round, and he can tell that the command is with A, he should then play the honour. For example:—



First Trick.—A leads queen; Y plays 4; B plays 2; Z plays king.

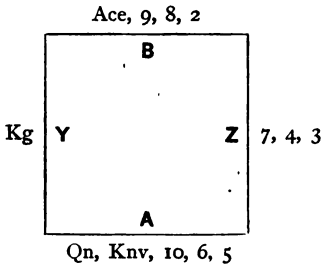
Second Trick (A to lead).—A leads 10; Y plays 5; B plays 3; Z trumps.

Knave and at least two others are marked in A's hand.

If A or Y leads the suit a third time, B should play ace, though his nine is a certain winning card. Or, if B has to discard from the suit before it is led a third time, his proper discard is the ace.

If queen led is covered by king, and B wins the trick, he must be prepared to get out of A's way

on the second round, when he holds cards that may be blocking cards. *E.g.*:—



First Trick.—A leads queen; Y plays king; B plays ace; Z plays 3.

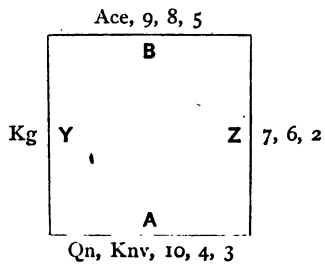
Second Trick (A to lead).—A leads 10 (showing that he led from five at least); Y renounces; B plays 8 (not 2); Z plays 4.

To the third round, B of course plays the nine, and A's suit is established.

B should not play the eight to the second trick if A continues with the knave, as then A is declared with only ten and one small one remaining.

The previous example shows what is constantly happening—or rather not happening—at Whist. On the second round, B can count knave and at least two others in A's hand. Yet, knowing this, nine players out of ten invariably play the wrong card (viz., the two,) to the ten, and so block the suit.

Similarly, if B wins the first trick when queen is led, and remains with nine, eight and one small card, and returns the suit, he should return the nine. At first sight this appears to be a departure from established rule; but it is not really so. The ordinary rule is, with second- and third-best, and a small one, to return the second-best. A having knave, ten, marked in his hand, B's nine, eight are virtually second- and third-best. For example:—



First Trick.—A leads queen; Y plays king; B plays ace; Z plays 2.

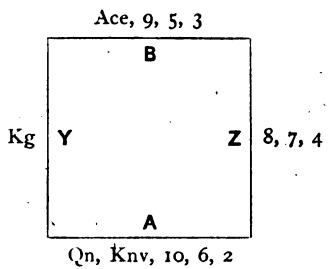
Second Trick (B to lead).—B leads 9; Z plays 6; A plays 3; and A remains with the command.

If B returns the five, A must play the ten; and if A leads the suit again, B remains with the command.

Of course, if B has five in suit, he returns the lowest, even if he holds nine, eight, that he may not block his own suit.

With other small cards, three in number, B having won the first trick, returns the lowest, but

should be ready to get out of his partner's way on the third round, if the fall of the cards shows he may block the suit. *E.g.*:—



First Trick.—A leads queen; Y plays king; B plays ace; Z plays 4.

Second Trick (B to lead).—B leads 3; Z plays 7; A plays 10; Y trumps.

Third Trick (A to lead).—A leads knave. The deuce and six are marked in A's hand. Therefore, B should play 9.

Queen led, followed by nine.

Knave, ten, without small ones, are marked in A's hand.

B, of course, acts accordingly. If he had five of the suit originally, including an honour, he passes, that he may not block his own suit. If he had four, he should let his partner win the trick, unless he wants the lead. If he had three, he unblocks by playing his honour on the nine.

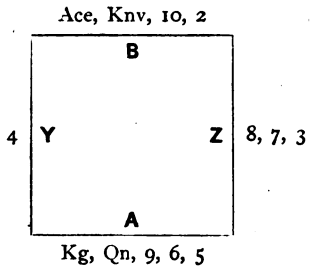
Queen led, followed by a small card.

Queen can only be followed by a small card when the lead was from king, queen, and at least three small cards, and the queen wins the first trick.

The leader is marked with king, and two small cards higher than the one led on the second round. He may also hold lower ones.

Some players doubt the expediency of leading the queen originally, from king, queen, and more than two small ones. (For an examination of this point, *see* Chap. IV.)

If B holds ace, knave, ten, and small, he passes the queen, and plays the ten on the small card next led. On the third round, he unblocks by playing the ace. For example:—



First Trick.—A leads queen; Y plays 4; B plays 2; Z plays 3.

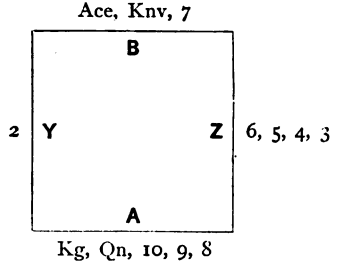
Second Trick.—A leads 5; Y trumps or discards; B plays 10; Z plays 7.

If the suit is led again, or, if B has to discard, B gets rid of the ace.

If B holds ace, knave, and two small ones, and Y trumps the second round, B will play a small one, and will get rid of the ace on the third round. If Y discards to the second round, B should play the knave.

If B holds ace, knave and one small card, he should of course play ace on the second round, provided Y follows suit. If Y renounces to the second round, B should play knave, notwithstanding that he thereby blocks his partner's suit. For, if B plays ace, and A again has the lead, he will lead the king. B's knave will fall, and the winning card may remain in Z's hand.

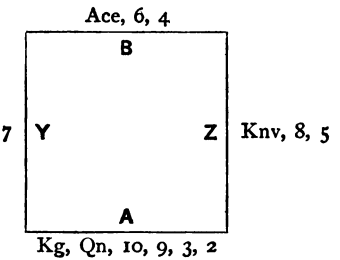
It may be however that the card led by A on the second round shows Z cannot remain with the winning card after the third round. In that case, B would be justified in unblocking. Thus:—



First Trick.—A leads queen; Y plays 2; B plays 7; Z plays 3.

Second Trick.—A leads 8 (he therefore holds ten and nine); Y trumps; B plays ace. And A's suit is freed.

With ace and two small cards, when Y trumps the second round, B must play a small one, unless he can tell for certain that A led from a suit of at least six cards. Suppose, for instance, Z has had the lead and has not led a trump, and that when A obtains the lead, he leads a queen, and then his fourth-best counting from the queen. This may show that A's suit was of more than five cards originally, when B may unblock. *E.g.*:—



First Trick.—A leads queen; Y plays 7; B plays 4; Z plays 5 (the five is Z's lowest, as he cannot be calling for trumps, having already refused to lead a trump).

Second Trick.—A leads 3; Y trumps; B should play ace, as A holds three more small cards. Consequently Z can only have two more of the suit, one being the knave, and that must fall to A's queen.

CHAPTER XV.

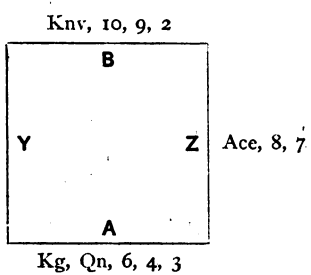
THE PLAY OF THE THIRD HAND (CONTINUED).

Queen led, followed by any card, when the third hand holds four small cards of the suit exactly.

By four *small* cards is meant four cards all lower than the card led.

Careful examination will show that B's four small cards are powerless except for blocking A's suit. Hence B's object should be not to block the suit.

If B's four cards include knave, or ten, it is certain that the lead was from at least five cards, and B must retain his lowest. Thus:—



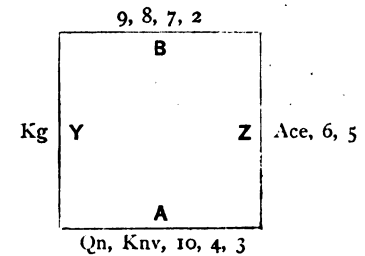
First Trick.—A leads queen; Y plays 5; B plays 9; Z plays ace.

Second Trick (A to lead).—A leads king; Y trumps; B plays 10; Z plays 7.

On the third round, B plays the knave, and A's suit is freed.

If Y does not follow suit to the queen, B should pursue similar tactics, but should be prepared to play his lowest on the third round, if the fall of the cards shows that he may otherwise lose a trick. He will, however, very seldom be placed in this predicament, as it is most unlikely that A will continue the suit.

It is clear if B's four cards are, say nine, eight, seven, and a small one, that he is perfectly helpless in the suit, except for injury to A, should A have led from more than four cards. Thus:—



First Trick.—A leads queen; Y plays king; B plays 2; Z plays 5.

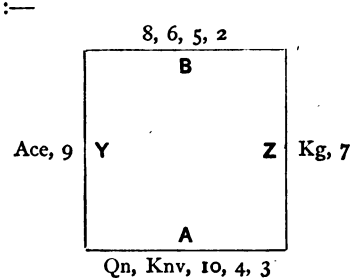
Second Trick (A to lead).—A leads 10; Y renounces; B plays 7; Z plays ace.

Third Trick (A to lead).—A leads knave; Y trumps; B plays 8; Z plays 6.

Suppose now that A's knave forced the last trump, and that B has a card of re-entry in Y's suit. B gets the lead and A's suit is blocked.

B should have played seven and eight to the first and second rounds. With four cards, all smaller than the ten, B may gain and cannot lose by retaining his lowest card when queen is led. Having discovered, on the second lead, that A led from more than four cards, B should have played nine to the third round, when A's suit would be cleared. If B discovers on the second round that A (by continuing with the knave), led from only four cards, B must play the eight that he may not complete a call for trumps. If B plays his smallest card on the third round, the case is then precisely similar to that of the abandonment of unblocking tactics on the third round, when ace is led originally. (*See* Chaps. XI and XII.) B has not asked for trumps, and the nine single is marked in his hand.

Again:—

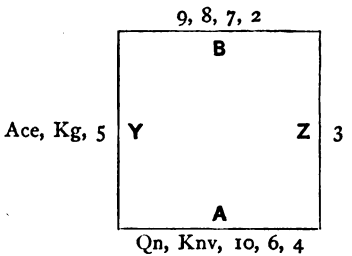


First Trick.—A leads queen; Y plays ace; B plays 2; Z plays 7.

Second Trick (A to lead).—A leads 10; Y plays 9; B plays 5; Z plays king.

Third Trick (A to lead).—A leads knave, and exactly the same position occurs as before.

On the other hand:—



First Trick.—A leads queen; Y plays king; B plays 7; Z plays 3.

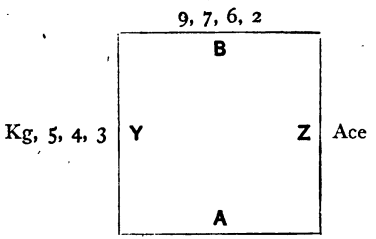
Second Trick (A to lead).—A leads 10; Y plays ace; B plays 8; Z renounces.

Third Trick (A to lead).—A leads knave; Y plays 5; B plays 9. A's suit is freed, and (unless Y has led trumps) A can place the deuce in B's hand, and knows B can put him in with the suit if he gets the lead after trumps are out.

If, on the second round, A had led knave, B must still play the eight, that he may not complete a call for trumps. On the third round when B plays the two, the nine single is marked in his hand.

As in the case of ace leads when B has four of the suit exactly (*see* Chap. XI), he should pursue a uniform rule, and should retain his lowest with *any* four small cards. Even if B's four cards cannot be blocking cards, or are cards of equal trick-making value, no harm is done;

and if A can note the absence of a small card after the second round, he will often be able to place the whole suit. *E.g.*:—



First Trick.—A leads queen; Y plays 3; B plays 6; Z plays ace.

Second Trick (A to lead).—A leads knave; Y plays king; B plays 7 (notwithstanding he knows that the lead was from four cards only, that his play may not be mistaken for a call for trumps); Z renounces.

Now, unless Y is calling for trumps, A can place the whole suit, viz., deuce, and a higher card than the seven (*i.e.*, the nine), in B's hand; five, four in Y's hand.

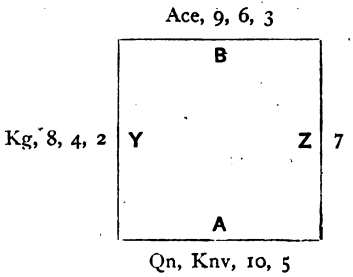
It is immaterial whether Y follows suit to the queen or not. B cannot lose by playing his lowest but one to the first trick; but he must be prepared to play his lowest, if necessary, to the third trick; and he has not asked for trumps, as he did not complete a call on the second round (*see* Chap. XII).

It may be asked, If retaining the lowest of four cards to queen led is so advantageous when B has four *small* cards, why not make the rule uniform for all combinations of four cards, including those which contain ace, or king, or both of those cards?

If B has both ace and king, the number of his cards can be counted on the second round, as before explained, whichever of his small cards he plays to the first round.

If B has ace or king and three small cards, he can gain nothing by attempting to unblock with his lowest but one. For, if A has five of the suit, he will continue with a small card after leading queen and ten, and to this B will play his honour. And, whatever the value of B's fourth card, A can always win it with the knave.

Moreover, with ace and three small ones, B may actually lose a trick by his ingenious effort not to unblock (for he cannot block), but to show that he holds four exactly. Thus:—



First Trick.—A leads queen; Y plays 2; B plays 6; Z plays 7.

Second Trick.—A leads knave; Y plays 4; B plays 9 (or he has called for trumps); Z trumps.

Third Trick (A to lead).—A leads 5; Y plays 8; and B must play ace, leaving the winning card in Y's hand.

The foregoing considerations point to the rule of only retaining the lowest when the third hand has four cards lower than the one led. Then only is B numerically strong for possible harm; with ace or king B is not powerful for harm; and this makes all the difference.

As regards the call for trumps, B, with four small cards, can always afford to play his second-best card to the queen, and his third-best to the next round. If B, having retained his lowest of four small cards to queen led, has afterwards to discard from the suit, he must discard his middle card, or he undoes all he has previously done, and completes a call for trumps. If he returns the suit after a discard, he returns the higher of his two remaining cards.

If B, not having discarded, has to return his partner's lead, after playing the lowest but one of four small cards to queen led, he must return the highest. This is contrary to the accepted rule with regard to returned leads. The proposal, as already stated, has horrified the old school. But, since B is helpless in the suit, except for

harm to A, the return of the highest is clearly right. A will be informed of the number of B's cards by this return, as often as he will by the present system, *i.e.*, whenever he can note the absence of a small card.

There is just the possibility that A's lead was from queen, knave, ten only. Then, if B returns the nine, he may lose a trick. But B's play must be on the assumption that the lead is from at least four cards, exceptional leads being disregarded.

CHAPTER XVI.

THE PLAY OF THE THIRD HAND (CONTINUED).

Knave led originally.

WHEN knave of a plain suit is led originally by an advanced player, it is certain that the lead is from ace, king, queen, knave, and at least one small card, or from king, queen, knave, and at least two small cards of the suit (*see* Table of Leads, Chap. VI).

But as some players lead knave from knave, ten, nine, in plain suits, it will be necessary to consider the play of the third hand when the leader makes use of this alternative.

Knave led, from knave, ten, nine.

If B holds a tierce major and one small card, and can depend on A for leading from his strongest suit, he should win the knave. There is, of course, the off-chance that A's hand is exceptional, and that he has led from knave, ten, nine only, or from knave, ten and one small one.

In the few cases where the original lead was from but three cards, B by winning the first trick may force his partner on the fourth round; this risk should be run.

Some authorities maintain that if B, holding a tierce major, proposes to return the suit at once (whatever card Z plays, bar a trump), he should win with the ace and return the queen, to inform A he holds the other honour. An ingenious argument has been promulgated to show that, if ace is played third hand and Z trumps, B must hold both king and queen. The argument, however, is founded on the assumption that, if Y holds king and queen, he will play queen, second hand, on knave led. The right play is disputed; many players do cover knave led, holding king and queen; but in the opinion of some of the best judges it is more advantageous to pass (*see* Chap. IX). Similar information is afforded with regard to the third honour if the third hand wins with the queen and returns the king.

If B holds ace, king and any number of small cards, and Y follows suit to the knave with a small card, B should play his lowest when strong enough in trumps to lead them as soon as he gets in, unless he wants the lead immediately. If weak in trumps, B should secure the trick at once, by putting on the king.

With ace, queen, and any number of small cards, if Y plays a small card, B plays his lowest to knave led.

With king, queen and one small card, if Y follows suit, and B can depend on his partner for leading from strength, he should play queen

on knave, that he may not block the suit (*see* remarks on ace, king and one small when queen is led, Chap. XIV). With king, queen and more than one small card, B should play his lowest to the knave.

With ace and one small card, B should play ace on knave, as if the lead is from king, queen, knave and small ones, B unblocks the suit (*see* Chap. XVII).

With ace and more than one small card, B should play his lowest. For all B can tell, the lead may be from king, queen, knave, when it is advantageous to pass (*see* Chap. XVII).

If B's only honour is the king, he should play his lowest to knave led. The rule is for second hand to play ace on knave led originally. This rule is not always adhered to, but B should act on the assumption that Y plays according to book. Then the ace must be in Z's hand, and the only use B can make of his king is to hold it over the queen, should that card lie in Y's hand.

B's play when Y covers the knave is obvious. He must win the trick if able.

If B has to return the suit, he returns the higher of two cards, the lowest of three, unless he holds eight, seven and one small one, when (ten, nine being marked, in A's hand), B should return the eight in order to leave A with the command; a distinct gain if the lead was from five cards (*compare* return of nine, holding nine, eight, when queen is led, Chap. XIV).

Knave led, followed by ten.

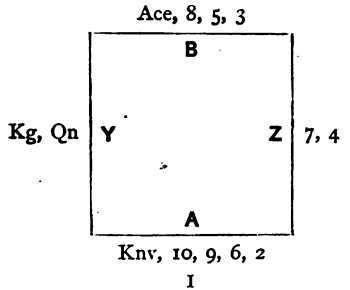
Here the lead is from four cards only. B's play is simple; it proceeds on the same lines as when queen is followed by knave (*see* Chap. XIV). The exception there stated, however, requires the following modification. If the knave forces two honours, and B remains with one honour and the eight, he should play the honour on the ten when he desires the lead.

Knave led, followed by nine.

The lead is from more than four cards.

The play is similar to that advised when queen is followed by ten.

If B holds ace and small ones, and the knave led does not win the trick (the lead then being declared from tierce to a knave), B should be on the look-out to unblock on the third round, if the fall of the cards shows that he may remain with the command. For instance:—



I

First Trick.—A leads knave; Y plays queen; B plays ace; Z plays 4.

Second Trick (B to lead).—B leads 3; Z plays 7; A plays 9; Y plays king.

Third Trick (A to lead).—A leads 10; Y trumps. B should play eight, as the six and deuce are marked in A's hand.

If Y is a player who adopts the modern rule of not covering second hand, A, on the return, should have played the two, as Y must hold king single. But so many players cover knave second hand, being numerically weak, or holding king, queen, etc., that unless A knows Y to be a player who follows modern rule, passing Z's seven would be a dangerous experiment.

Knave led, followed by eight.

A is declared with ten, nine, only.

The rule of play for B is similar to that advised when queen is followed by nine.

If Y plays a small card to knave led, and B with ace and others passes, and Z wins the trick with king or queen, B's play, on the second round, has yet to be determined.

Say Z wins knave with queen, and that A on getting the lead continues the suit with ten, nine or eight. Should B put ace on the second round, or should he pass again?

When B cannot place the unplayed honour he must be guided by the general rule, to finesse

against one card on the second round of a suit, if strong enough in trumps to lead them on the success of the finesse; but to make tricks early, if weak in trumps.

The dual signification of knave led originally, in plain suits, complicates the play of the third hand, and, in the Author's opinion, without any corresponding advantage. In trumps the case is different (*see* Chap. XXII). In plain suits, the complication can be got rid of by confining the lead of knave to the combinations of ace, king, queen, knave, and at least one small card; and, of king, queen, knave, and more than one small card. It is a great advantage to the third hand to know for certain that the leader of a knave holds at least king and queen, and that his suit consists of at least five cards. The Author, therefore, advises the abolition of the knave lead, from knave, ten, nine, in plain suits, when the third hand is a player who is capable of making use of the information of great strength if afforded by an original lead of knave. Of course, if knave is not led from knave, ten, nine, etc., the fourth-best, even if an eight, will be selected.

CHAPTER XVII.

THE PLAY OF THE THIRD HAND (CONTINUED).

Knave led, from ace, king, queen, knave.

AFTER the first round, the number and value of the cards led from will be determined (*see* Chap. VI).

Knave led, from king, queen, knave.

If B has the ace, his play depends on the number of small cards he holds. With ace and one small card he should play the ace, taking the only chance he has of unblocking.

If Y does not follow suit to knave led, B's play, with ace and one small card, depends on the mode of leading adopted by A. If A is a player who leads knave from knave, ten, nine, and Y does not trump, B has no alternative but to play ace, unless his small card is the nine. The possession of the nine tells B that the lead was from tierce to a king. If B's small card is the ten, he may play ace and return ten.

But, if A adopts the mode of leading recommended at p. 115, and Y does not follow suit, of course, B passes the knave, as then the lead must be from tierce to a king.

If Y trumps knave led, B, with ace and another, should play his small card.

If B holds ace and two small ones, and Y follows suit to the knave, B should pass. B should also pass if Y does not follow suit, and A leads knave only from a tierce to a king. If the knave wins, and A proceeds with the king, and Y follows suit, B should now play his ace, that he may not block the suit of which his partner remains with queen and two small ones. If Z trumps the second round, B may lose a trick by this; but the risk ought to be run.

If Y does not follow suit to the king, B should pass, as ten guarded may still remain in Z's hand. Of course, if B holds ace, ten himself, he should play ace, and return ten.

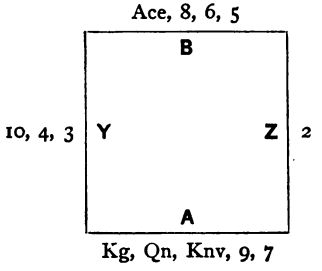
If the knave wins, and A proceeds with the queen, B should play ace, even if Y trumps or renounces. For the continuation with queen marks six at least in A's hand originally (*see* Table of Leads, Chap. VI); hence, A has the entire command of the suit if B gets rid of the ace.

And as B did not put the ace on the knave, he remains with exactly one more card of the suit. A can place the whole suit, and knows that B remains with one card of it.

If B holds ace and three small cards, B similarly plays his smallest. If A continues with king or queen, B passes again.

If all follow suit to the knave, B knows when

king is led that A has the command of the suit, and if, after the second round, he has to discard from the suit, he should discard the ace. Thus :—



First Trick.—A leads knave; Y plays 3; B plays 5; Z plays 2.

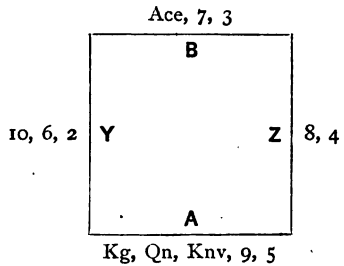
Second Trick.—A leads king; Y plays 4; B plays 6; Z trumps.

B now knows that one losing card of the suit is single in Y's hand; if he has to discard, he should throw the ace. As before observed, unblocking by a discard is often missed.

If A follows knave with queen, B can similarly discard the ace after the second round, even if Z did not follow suit to the knave.

Note the advantage to A if he can depend on B for correct play. So long as B passes, he always has ace and at least one small card remaining. When B puts on the ace, he has exactly one small card remaining, unless he puts ace on knave, when he may have held the ace single.

A can often place the whole suit after the second round. For example:—



First Trick.—A leads knave; Y plays 2; B plays 3; Z plays 4.

Second Trick.—A leads king; Y plays 6; B plays ace; Z plays 8.

A now knows that B has one other card of the suit, and no more. Consequently the seven or ten is single in one of the adverse hands. If trumps come out, and A gets the lead, he can lead the king with the certainty that the ten and seven will fall, and that he will bring in the suit.

Players must again be cautioned against drawing inferences too rigidly. B, with ace and more than one small one, may win knave led, because he desires the lead immediately. Thus:—B puts ace on knave, and leads a trump. No inference can be drawn as to the number of small cards he holds.

CHAPTER XVIII.

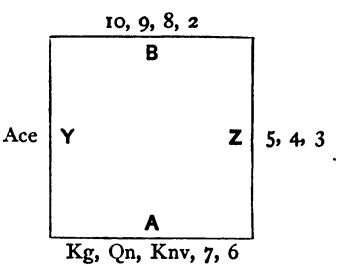
THE PLAY OF THE THIRD HAND (CONTINUED).

Knave led, followed by any card, when the third hand holds four small cards of the suit exactly.

By four *small* cards is meant four lower than the card led.

B should play his lowest but one to the knave, for reasons similar to those given under queen leads (*see* Chap. XV).

The following examples show how B may get rid of the command, or give information as to the contents of his hand, by playing as advised. The rule is extended, for the sake of uniformity, to all cases where B has four small cards exactly, whether they may block the suit or not.

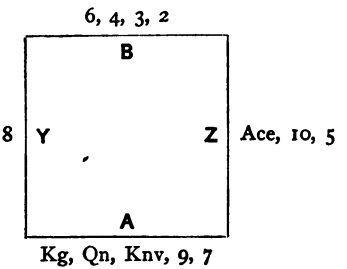


First Trick.—A leads knave; Y plays ace; B plays 8; Z plays 3.

Second Trick (A to lead).—A leads king; Y trumps; B plays 9; Z plays 4; and, unless Z has withdrawn a call for trumps, A can place the whole suit.

If, to the third trick, A leads queen, of course B plays 10.

Again:—



First Trick.—A leads knave; Y plays 8; B plays 3; Z plays ace.

Second Trick (A to lead).—A leads king; Y trumps; B plays 4; Z plays 5.

And AB can place the whole suit, or at least all of it they want to know about. A knows that B has the deuce, and therefore either the six or the ten; hence, his queen will bring down the ten, either from B or Z. B knows that a losing card of the suit is single in Z's hand.

B having played his lowest but one to the knave, his discards and returns follow the rules already laid down under queen led (*see* Chap. XV). He discards the middle card; he returns the

highest whether he has discarded or not; and if he wants to call for trumps, he first plays his second-best card and then his middle card.

As regards unblocking with four small cards of the suit, it makes no difference whether the lead was from king, queen, knave, or from knave, ten, nine.

CHAPTER XIX.

THE PLAY OF THE THIRD HAND (CONTINUED).

Ten led originally.

THE lead is from king, knave, ten, and probably one or more small ones (*see* Table of Leads, Chap. VI).

With ace, queen, and small cards, B should play his lowest card to the ten, and, to the second round, the queen.

With ace, queen, and one small card, B should play the small card to the ten, and the ace to the small card next led.

With ace, queen only, B should put ace on the ten and return the queen.

With ace and any number of small cards, B should put the ace on the ten, as it is advisable to leave to the original leader the option of finessing on the second round.

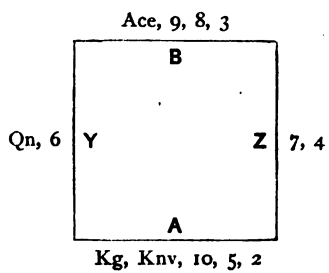
If A can depend on B, he will often be able to count the suit after the second round. Thus:—If B plays a small card to the ten, and wins the second round with the queen, he remains with ace and at least one small card. On the contrary, if B plays a small card to the ten, and

wins the second round with the ace, he can only have the queen single.

If B holds queen and any number of small cards, he should pass the ten led. If the ten forces the ace, and A continues with the king, B, remaining with queen and one small one, should play the small one, unless his small card is the nine, when he should play the queen.

If the ace wins the ten, and the suit is returned through B, and B remains with queen and one small card, he should play the queen.

If B wins the first trick with the ace, and remains with three small cards, he returns the lowest, according to the ordinary rule, unless he has nine, eight, and one small one, when he should return the nine. For example:—



First Trick.—A leads 10; Y plays queen; B plays ace; Z plays 4.

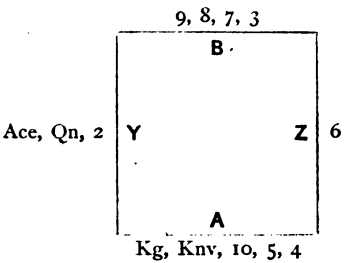
Second Trick (B to lead).—B leads 9. If B leads three, A wins with knave, and if A afterwards leads king, B's nine blocks the suit.

The same of course applies if queen does not fall to the first trick.

Ten led, when the third hand holds four small cards of the suit exactly.

By four *small* cards is meant four cards all lower than the card led.

B should retain his lowest card. *E.g.*:-



First Trick.—A leads 10; Y plays queen; B plays 7; Z plays 6.

Second Trick (A to lead).—A leads knave; Y plays ace; B plays 8; Z renounces.

Third Trick (A to lead).—A leads king; Y plays 2; B plays 9; and A has the command.

If, at Trick 2, A had led the king, B must still have played the eight, or he has called for trumps. But he should then have played the three to the third round, as the continuation with king marks a lead from only four cards (*see* Table of Leads, Chap. VI). So, for anything B knows, Y may still remain with the five, which would be the best card if B throws the nine. The three, played

by B on the third round, does not complete a call for trumps, as already explained (*see* Chap. XII). But it enables A to count the nine in B's hand; for B would only attempt to unblock with four of the suit exactly.

When B plays his lowest but one of four small cards to ten led, his subsequent play is as already pointed out. If he discards, he throws his middle card; if he returns the suit (whether he has discarded or not) he returns his highest; if he wants to call for trumps, he does so with his second- and third-best cards (*see* Play of Third Hand, with four small cards, retaining lowest when queen or knave is led, Chaps. XV, XVIII).

Nine led originally.

The great probability is that nine led originally is a fourth-best, either from ace, queen, ten, nine; or, from ace, knave, ten, nine.

If B has the king, knave, and small ones, or, king and small ones, he should play the king, and return the higher of two remaining cards, the lowest of more than two, according to the ordinary rules of Whist.

If B holds the queen and one, two, or three small cards, he should play the queen, as there is an off-chance that the lead is from a three-card suit. But with queen, and four small ones, B should pass the nine, so as not to have his own suit blocked, the great probability being that the lead was from ace, knave, ten, nine.

If B has the knave and one, two, or three small ones, he should similarly put it on the nine, lest the lead was an exceptional one from ace, queen, nine. But with knave and four small cards, B should pass.

If, after the first trick, B remains with eight, seven, and one small card, he gains no advantage by returning the eight. He should therefore follow the usual rule and return the lowest.

And, if B has four small cards without an honour, he gains no unblocking advantage by playing any card other than his lowest to nine or a lower card, led. Consequently, he should follow the common rule and play his lowest.

CHAPTER XX.

THE PLAY OF THE THIRD HAND (CONTINUED).

THE UNBLOCKING GAME.

THE unblocking game only applies when ace, queen, knave, or ten is led originally, and the third hand holds four cards of the suit exactly, all lower than the one led. Therefore, when king, or nine, or a lower card is led originally, if B does not attempt to win the first trick, he plays his lowest card, whatever number of cards he holds in the suit.

First Trick.—When ace, queen, knave, or ten is led originally, B, with four small cards of the suit exactly, that is, with any four cards lower than the one led, retains his lowest card.

(*See* Chaps. XI, XII, XV, XVIII, and XIX.)

B's subsequent play.

Second Trick.—If A, Y, or Z continues the suit, B plays his middle card.

Third Trick.—B plays his highest or lowest, according to the fall of the cards; and,

N.B.—If B plays lowest, he has not called for trumps.

Returned Leads.—If B retains his lowest to the first trick, he returns his *highest* remaining card, notwithstanding that he still holds three of the suit.

Discarding.—If B retains his lowest to the first trick, and has to discard from the suit, he discards his middle card.

Calling for Trumps.

When B would otherwise play his lowest card but one, but wants to call for trumps, he plays his second-best card to the first trick, and his middle card to the second trick (except ace led, B holding two honours and two small cards, when he must abandon the call in that suit).

CHAPTER XXI.

THE PLAY OF THE THIRD HAND (CONTINUED).

Low card led originally.

WHEN a low card is led originally, B's play proceeds on the assumption that the lead is from at least four cards, three of them being higher than the card led.

When the third hand has at most three of the suit, his play is obviously to head the trick if he can; otherwise to play his lowest card, unless he calls for trumps.

Low card led, followed by lower card, when the third hand holds four cards of the suit exactly.

To the first round, the play of the third hand is the same as with any other number of cards in the suit.

If either adversary does not follow suit to the first round, B's play will be the same, on the second round, as with any other number of cards in the suit, unless he can tell from the fall of the cards that A commands the suit, when of course B, with blocking cards, will play to unblock.

If B has to head the trick on the second round his play is the same with any number of cards.

If all follow suit to the first round, and B cannot head the trick on the second round, his play should not necessarily be his lowest remaining card.

The above is most important. Unfortunately, no uniform rule can be laid down. Hence, B's play now becomes somewhat complicated. The following is an attempt to simplify it.

Any one who can count there are only thirteen cards in a suit, can see that eleven being accounted for after the first round (five at least in the leader's hand originally; four exactly in the third hand originally; and two played by the adversaries), two at most can remain in the opponents' hands. Hence, if B holds any high cards, they are powerful only for injury in blocking A's suit.

Consequently, if after the first round, a minimum of five cards originally is declared in A's hand, and B holds two high cards and a low one (all having followed suit to the first round), B, on the second round, should play the middle card of his remaining three, when he does not head the trick.

If B plays as advised on the second round, he must throw the higher of his remaining cards on the third round (whether it happens to be a blocking card or not), or he has completed a call late in the hand.

Owing to this circumstance, B's play, of the middle card on the second round, must be subject to the following limitations:—

(*a*) He must play his lowest remaining card on the second round, when his three low cards cannot be blocking cards; and

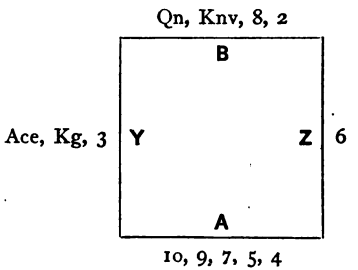
(*b*) He must play his lowest remaining card on the second round, when his three high cards are sequence cards, or of equal trick-making value.

It may be asked, Why not make the rule uniform, as in other cases? Why not cause B, with four cards originally (five being declared in A's hand), always to play his middle card on the second round, and his highest card on the third round, since he cannot possibly lose a trick by so doing?

The answer is, that this case differs from others, in that B cannot begin to unblock until more than four cards are declared on the second round. A, not being informed that B holds four cards exactly of his five-card suit, may misplace all the cards. This contingency must be avoided as long as possible, *i.e.*, when B holds cards with which he can unblock on the third round; and it must be altogether avoided when B holds cards with which he cannot unblock at all. It is true that A may misplace the cards when the unblocking is begun on the second round. But, now, A is in a different position. He knows he has shown more than four cards, and that he has in fact asked B to unblock the suit. Otherwise he might almost

as well have begun with his lowest card. A then will always regard B's play of a medium card on the second round with caution. He will infer that it may be B's lowest remaining card, or that B may hold one lower, and may be attempting to unblock.

For example :—



First Trick.—A leads 5; Y plays king; B plays 2; Z plays 6.

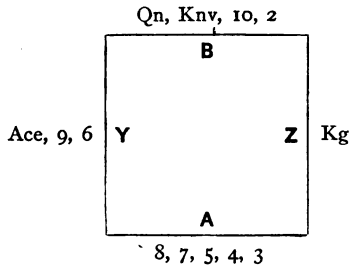
Second Trick (A to lead).—A leads 4; Y plays ace; B plays knave; Z renounces.

Third Trick (Y to lead).—Y leads 3; B plays queen; and A's declared five-card suit is cleared.

B would play very badly to retain queen, knave, after he knows A led from more than four cards; and A would be very culpable if he concluded, because B has played knave and queen, that the eight is necessarily in Y's hand. For A, by showing more than four, has asked B not to block the suit; and he must give B credit for doing what he has been requested to do.

A's proper inference is that the eight may be either in Y's hand or in B's.

Again :—



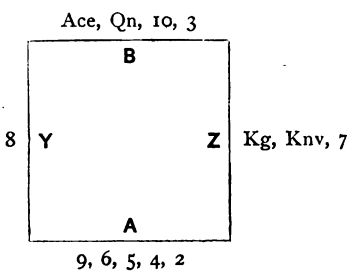
First Trick.—A leads 4; Y plays 6; B plays 10; Z plays king.

Second Trick (A to lead).—A leads 3; Y plays ace; B plays knave.

B has unblocked the suit; and, in addition to this, A, missing the deuce, can place the whole suit, unless Y is calling for trumps.

Third Trick.—Of course B plays the queen.

And again :—



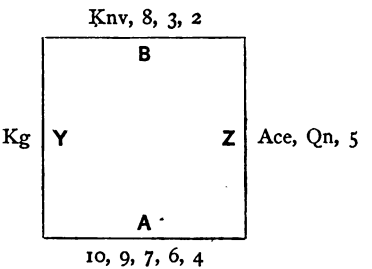
First Trick.—A leads 4; Y plays 8; B plays queen; Z plays king.

Second Trick (A to lead).—A leads 2; Y trumps; B plays 10; Z plays 7.

If Y passes the second trick, B of course plays the ace, and on the third round he plays the ten.

If A is a player unaccustomed to unblocking play, he will probably draw false inferences. Nevertheless, it is B's duty to play to unblock when the condition stated at p. 131 is present.

In the previous examples, B, holding two high cards and a low one, has been obliged to begin getting rid of the command on the second round. In the following examples, he postpones his unblocking tactics until the third round.

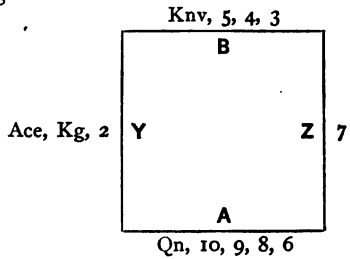


First Trick.—A leads 6; Y plays king; B plays 2; Z plays 5.

Second Trick (Z to lead).—Z leads ace; A plays 4; Y renounces; B plays 3.

Third Trick (Z to lead).—Z leads queen; A plays 7; Y renounces; B plays knave.

Again :—



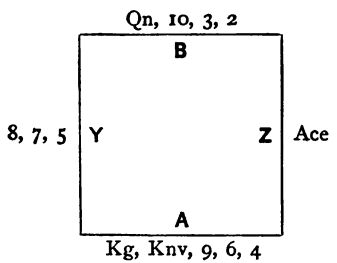
First Trick.—A leads 8; Y plays king; B plays 3; Z plays 7.

Second Trick (A to lead).—A leads 6; Y plays ace; B plays 4; Z renounces.

Third Trick (A to lead).—A leads queen; Y plays 2; B plays knave.

A's suit is freed. A's inference is, that the five may be either in Y's hand or in B's.

In some cases, A may not lead a lower card on the second round. But, if B can infer a lower card in A's hand than the one first led, his play is guided by the same considerations. *E.g.*:—



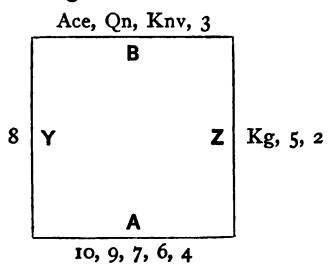
First Trick.—A leads 6; Y plays 5; B plays queen; Z plays ace.

Second Trick (A to lead).—A leads king; Y plays 7; B plays 2; Z trumps.

The four is now marked in A's hand. Hence, the five being out, A's lead was from five cards exactly.

Third Trick (A to lead).—A leads knave; Y plays 8; B plays 10.

If, under the circumstances of B's holding four cards exactly of A's declared five suit, the best card remains singly guarded in B's hand after the second round, and A is marked with the second-best, and B has to discard from the suit, he should discard the winning card. For instance:—



First Trick.—A leads 6; Y plays 8; B plays knave; Z plays king.

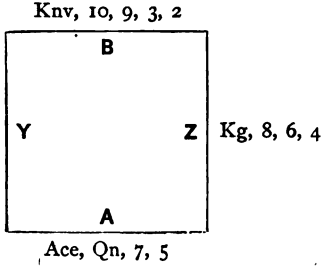
Second Trick (A to lead).—A leads 4. He therefore holds three cards all higher than the six, viz., ten, nine, seven. Y trumps; B plays queen; Z plays 2.

If the suit is led again, B should play the ace; if B has to discard from the suit, he should discard the ace.

When a very small card is led originally, the first trick may show that A could not have led from more than four cards. Thus, if A leads a deuce, or if he leads a trey and the deuce falls or is held by B (and so on for other small cards), A has led from a suit of four cards exactly.

B's play is then the ordinary play as laid down in the books; and he need not trouble himself about getting rid of the command.

A word as to A's play, when he leads from a four-card suit. The whole duty of getting rid of the command does not rest with B. A has not the same opportunities of ascertaining the number of cards his partner holds in his suit, as B has. But the fall of the cards may show A that B has more of the suit than himself; or that B must hold four and may have more. In this case the tables are turned, and A should be prepared to get rid of the command of his own suit. For example:—



First Trick.—A leads 5; Y renounces; B plays 9; Z plays king.

B must hold knave and ten.

Second Trick (Z to lead).—Z leads 4; A should play queen; Y trumps; B plays 2.

When the suit is led again A should get rid of the ace. If B had played the ten to the second trick, A should, of course, play the five to the third trick; and in that case, A has not asked for trumps.

CHAPTER XXII.

THE PLAY OF THE THIRD HAND (CONTINUED).

IT will be remembered that the previous play has been in plain suits. In the trump suit, the play is often dictated by considerations quite different from those which regulate the conduct of the game in plain suits.

B cannot block the trump suit; so he may reserve his high cards; unless, in special cases, it is necessary that the trump suit should be continued without let.

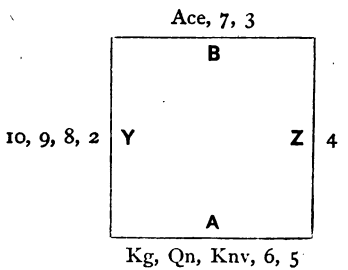
Thus:—Knave of trumps is led, and Y plays a small one. The lead, in trumps, may be from knave, ten, nine. B has ace and a small one. It is not in the least incumbent on B to play ace on knave, unless he wants three rounds of trumps immediately. The original trump leader may discontinue the trump suit for various reasons. If B gets the lead, he leads the ace, and A's strength is unimpaired. Possibly, too, the second hand may be so strong, either in trumps or in plain suits, that he may pass knave led, holding king, queen, not at all objecting to trumps coming out. In that case, the knave wins the trick.

Also, in the ordinary way, B with four trumps echoes, and A thus gains information as to number.

Moreover, trumps may be led from short suits, owing to the score, or to unusual strength in plain suits. It may be of importance to B when a doubtful card, such as a ten or nine, is led, to husband all the strength he has, instead of trying to get rid of the command.

In short, the trump conditions are altogether different from the plain suit conditions.

The following example shows that B should not inconsiderately sacrifice high cards in trumps in order to unblock the suit.



First Trick.—A leads knave; Y plays 2; B plays 3; Z plays 4.

Second Trick.—A leads king; Y plays 8; B plays 7; Z renounces.

Y's trumps can be drawn, which would not have been the case if B had played the ace on the second round.

Third Trick (B to lead).—B leads ace; A plays 5; Y plays 10.

Y's false card does not deceive A; for, as B has not echoed he can have no more trumps.

In the above case, from actual play, B played ace on the second round, and lost the odd trick in consequence. He then argued that he played correctly but unfortunately. The fact is his play, though perfectly right in plain suits, was not right in trumps.

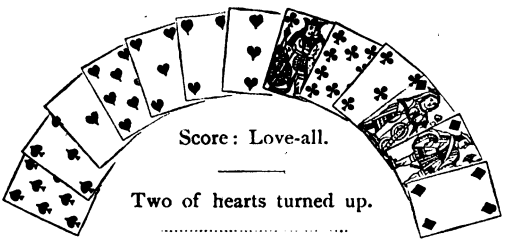
The echo in trumps, renders the counting of that suit, in the hands of the leader and his partner, comparatively easy. No rule can be laid down for exceptional cases, in which high trumps should be played in order to continue the suit at all hazards, or in order to place the lead at critical periods. These must be determined as they arise by the Whist perception of the individual.

ILLUSTRATIVE HANDS.

HAND I.

Original lead of fourth-best (*see* Chap. II); and getting rid of the command.

B's HAND.

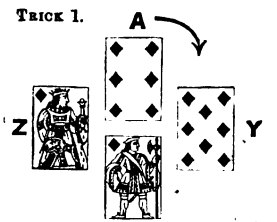


Score: Love-all.

Two of hearts turned up.

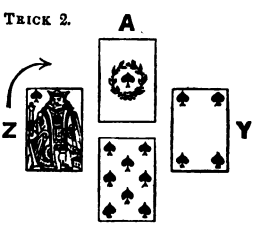
THE PLAY.

TRICK 1.



TRICKS { AB, 0 / YZ, 1

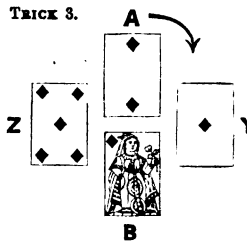
TRICK 2.



TRICKS { AB, 1 / YZ, 1

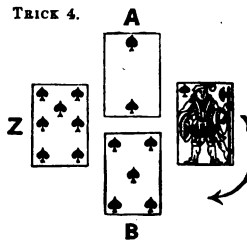
REMARK (Trick 1).—A has three diamonds, all higher than the six.

TRICK 3.



TRICKS { AB, 1 / YZ, 2

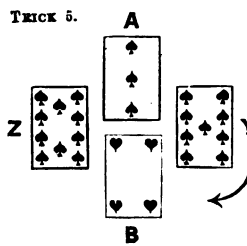
TRICK 4.



TRICKS { AB, 1 / YZ, 3

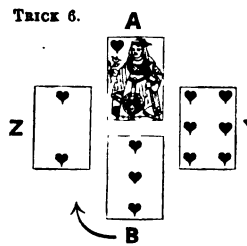
REMARK (Trick 3).—A holds ten, nine, seven of diamonds (*see* Remark, Trick 1). Therefore B gets rid of the command.

TRICK 5.



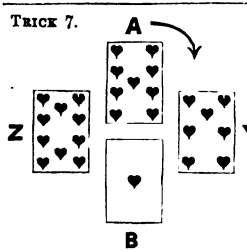
TRICKS { AB, 2 / YZ, 3

TRICK 6.



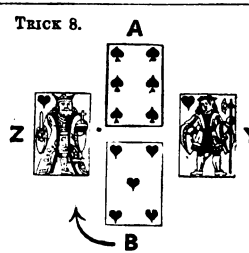
TRICKS { AB, 3 / YZ, 3

TRICK 7.



TRICKS { AB, 4 / YZ, 3

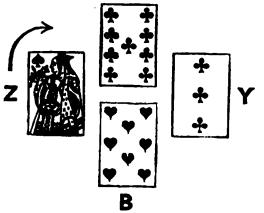
TRICK 8.



TRICKS { AB, 4 / YZ, 4

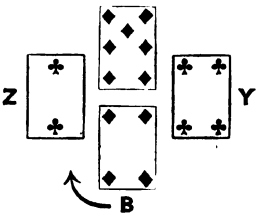
REMARK (Trick 8).—The trumps will fall, as if Z held king, knave, ten originally, he would have played ten at Trick 6. Even if the fall of the hearts were uncertain B should still lead the trump.

TRICK 9.



TRICKS { AB, 5 / YZ, 4

TRICK 10.



TRICKS { AB, 6 / YZ, 4

TRICKS 11 to 13.—A brings in the diamonds, and AB win three by cards.

THE HANDS.

(B's hand is given above.)

A'S HAND.	Y'S HAND.	Z'S HAND.
Ace, 6, 3, 2 . ♠	Knv, 9, 4 . . ♠	Kg, Qn, 10, 7 . ♠
Qn, 9 . . . ♥	Knv, 7, 6 . . ♥	Kg, 10, 2 . . ♥
9 . . . . ♣	Qn, 8, 7, 4, 3 . ♣	Ace, Knv, 6, 2 ♣
10, 9, 7, 6, 3, 2 ♦	Ace, 8 . . . ♦	Kg, 5 . . . ♦

If, at Trick 1, A had led a smaller diamond than his fourth-best, B could not have placed the command with A, and, at Trick 3, would have retained the queen of diamonds. He must then (Trick 11), have led a club, and would have lost the odd trick, as will be apparent if the hand is so played.

If it so happened that B was unable to get rid of the command of diamonds (*e.g.*, if he had a tierce to a queen originally), or had not sufficient information with regard to diamonds to make it safe for him to throw a winning card, he would play the end of the hand differently. He would refuse to trump the queen of spades, discarding the five of clubs. In that case he must be led to in clubs, and would win the odd trick, instead of three by cards.

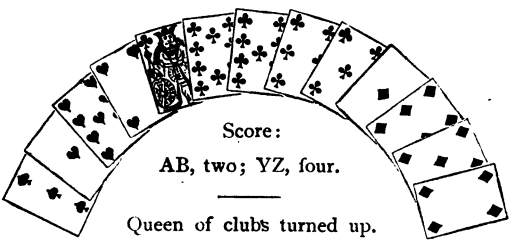
At Trick 8, A discards the spade, as he can mark the four of diamonds in B's hand (*see* Tricks 1 and 3). A does not infer, because B played the queen to the ace, that B has no more diamonds.

At Trick 9, Z plays on the ill-founded assumption that B has no more diamonds, as B played the queen to the ace. Z therefore tries to force the last trump, and to compel a lead of clubs. It cannot be said that his play is wrong at the score of love-all, with honours divided; but, if the fifth trick would save the game, he should run no risk (especially if he is accustomed to unblocking play), and should lead ace of clubs.

HAND II.

High card led, followed by fourth-best (*see* Chap. IV); and getting rid of the command.

B's HAND.



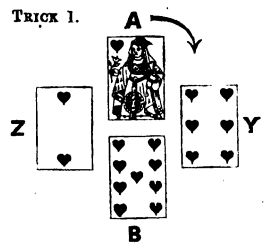
Score:

AB, two; YZ, four.

Queen of clubs turned up.

THE PLAY.

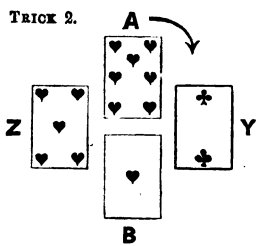
TRICK 1.



TRICKS { AB, 1 / YZ, 0

REMARK.—B begins a call for trumps.

TRICK 2.

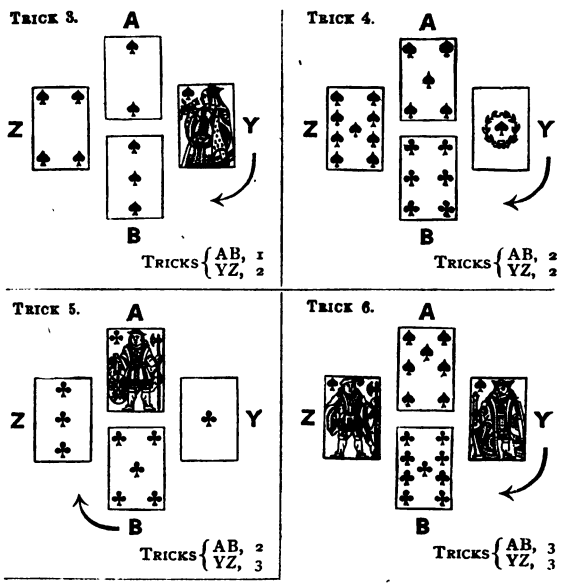


TRICKS { AB, 1 / YZ, 1

REMARK.—A has the king, and two hearts higher than the seven. These must be ten and eight, as A cannot hold the knave (*see* A's lead, Trick 1).

B gets rid of the ace, that he may not block the suit. Had A followed with three after queen, instead of with his fourth-best counting from the queen, B must have retained the ace, as then he could not have told where the ten lay.

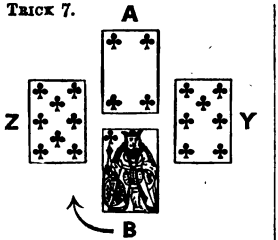
A must not assume that B has no more hearts, because he plays the ace. In the actual case, the fall of the cards shows A that B holds the four of hearts. If Z had played the four to the second trick, A's proper inference would be that B may have no more hearts, or that he may be unblocking.



Remark (Trick 6).—Y's best lead is doubtful (*see* his hand below), but Y's play is not under consideration.

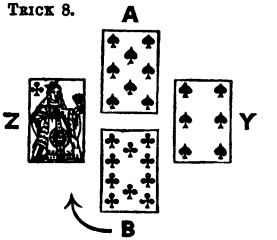
Z has no more spades.

TRICK 7.



TRICKS { AB, 4 / YZ, 3

TRICK 8.



TRICKS { AB, 4 / YZ, 4

REMARK (Trick 8).—B leads the losing trump, that the heart suit may not be stopped. B runs no risk of loss, as Z must next lead hearts or diamonds.

TRICKS 9 to 13.—Z (Trick 9) leads king of diamonds (*see* his hand below). B wins with ace and (Trick 10) leads four of hearts. A brings in the hearts (*see* his hand below), and

AB win the game.

THE HANDS.

(B's hand is given above.)

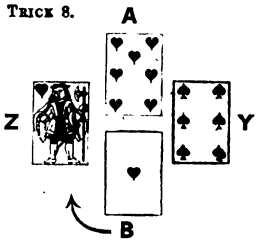
A's HAND.	Y's HAND.	Z's HAND.
8, 7, 5, 2 . . ♠	Ace,Kg,Q.10,6 ♠	Knv, 9, 4 . . ♠
Kg,Qn,10,8,7,3 ♥	6 . . . . ♥	Knv, 5, 2 . . ♥
Knv, 4. . . ♣	Ace, 7, 2 . . ♣	Qn, 8, 3 . . ♣
8. . . . . ♦	Kn, 7, 3, 2 . ♦	Kg, Qn, 10, 9 ♦

If the hand is played again, A leading the three of hearts at Trick 2, and B playing the four, the advantage of the American Lead, which enables B to get rid of the command of his partner's suit, will appear more distinctly.

Let Trick 2 be played thus: A leads three of hearts (instead of seven); Y plays two of clubs; B plays four of

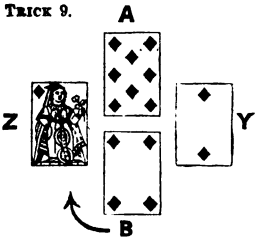
hearts (instead of ace); Z plays five of hearts. The other tricks from 1 to 7 are as before; then,

TRICK 8.



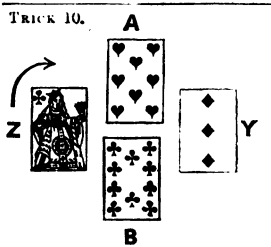
TRICKS { AB, 5 / YZ, 3

TRICK 9.



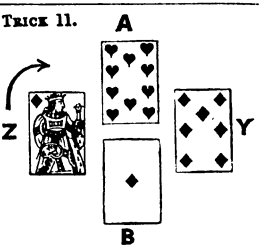
TRICKS { AB, 5 / YZ, 4

TRICK 10.



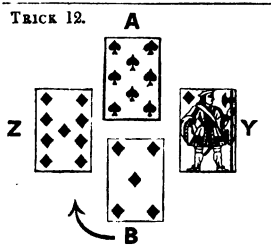
TRICKS { AB, 5 / YZ, 5

TRICK 11.



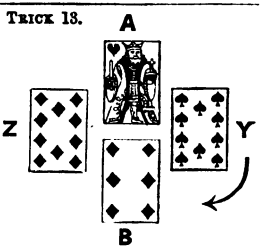
TRICKS { AB, 6 / YZ, 5

TRICK 12.



TRICKS { AB, 6 / YZ, 6

TRICK 13.



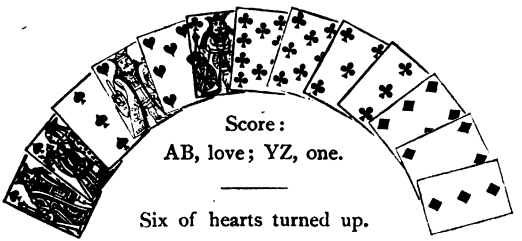
TRICKS { AB, 6 / YZ, 7

And AB lose the game.

HAND III.

Placing the suit, in consequence of the information afforded by American Leads.

B's HAND.

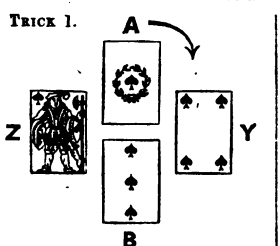


Score:
AB, love; YZ, one.

Six of hearts turned up.

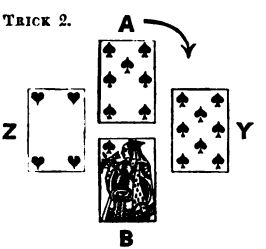
THE PLAY.

TRICK 1.



TRICKS { AB, 1 / YZ, 0

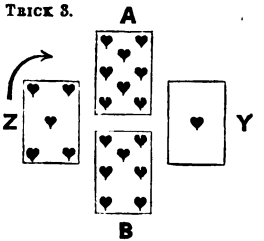
TRICK 2.



TRICKS { AB, 1 / YZ, 1

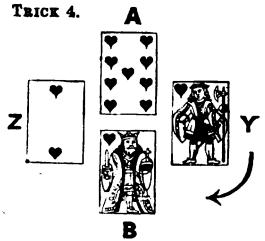
REMARK (Trick 2).—A, on leading a low card after a high one, leads his fourth-best (*see* Chap. IV). The fall of the spades shows that A has all the others.

TRICK 3.



TRICKS { AB, 1 / YZ, 2

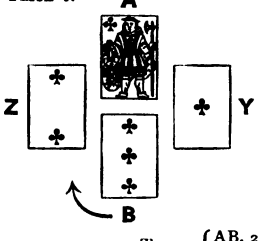
TRICK 4.



TRICKS { AB, 2 / YZ, 2

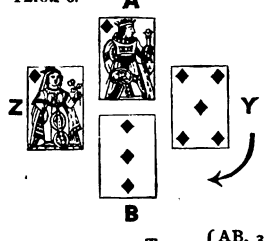
REMARK (Trick 4).—The three of hearts is marked single in Y's hand. The remaining hearts are in Z's hand.

TRICK 5.



TRICKS { AB, 2 / YZ, 3

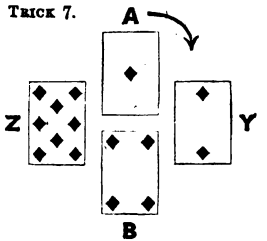
TRICK 6.



TRICKS { AB, 3 / YZ, 3

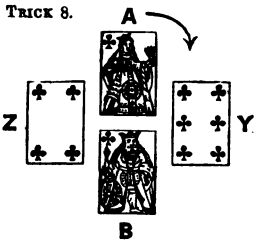
REMARK (Trick 5).—B does not lead king of spades, because he knows one adversary will trump and the other will discard (*see* Remarks, Tricks 2 and 4). His object is to secure the required four tricks in clubs and diamonds (*see* Score), and to prevent the adverse trumps from making separately. Nothing is to be gained by leading the fourth-best club, and exposing the hand with all the trumps against, so B leads smallest.

TRICK 7.



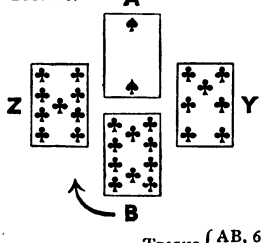
TRICKS { AB, 4 / YZ, 3

TRICK 8.



TRICKS { AB, 5 / YZ, 3

TRICK 9.



TRICKS { AB, 6 / YZ, 3

REMARK (Trick 9). — B played well to win A's queen of clubs at Trick 8, his only chance being for Y and Z each to hold another club YZ make the remaining tricks, and AB save the game.

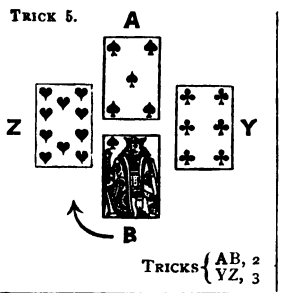
THE HANDS.

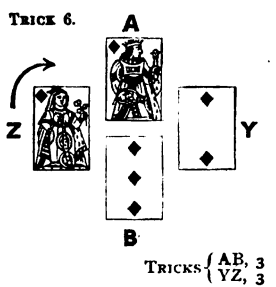
(B's hand is given above.)

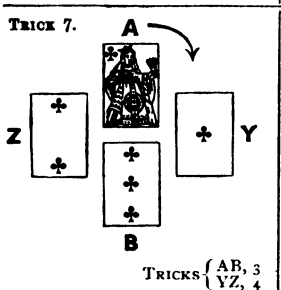
A's HAND.	Y's HAND.	Z's HAND.
Ace, 10, 9, 7, 6, 5, 2 ♠	8, 4 . . . . ♠	Knv. . . . ♠
9, 8 . . . . ♥	Ace, Knv, 3 . ♥	Qn, 10, 6, 5, 4, 2 ♥
Qn, Knv . . ♣	Ace, 7, 6 . . ♣	9, 4, 2 . . . ♣
Ace, Kg . . ♦	Knv, 9, 7, 5, 2 ♦	Qn, 10, 8 . . ♦

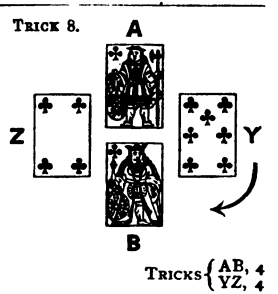
At Trick 7, A leads ace of diamonds, as if he keeps a card with which he can get the lead when he has only spades left, he must lose the game.

If, at Trick 2, A leads deuce of spades, as was the practice before the introduction of American Leads, AB lose the game, for the reason that B cannot place the spade suit. Then, at Trick 5, B will lead king of spades to force the strong trump hand. In this he will succeed; but he will also give Y a discard. Let A, Trick 2, lead the two of spades, instead of the seven. The other tricks, up to Trick 4, are as before. Then:—









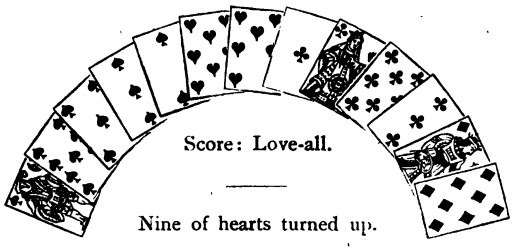
Remark (Trick 8).—Y's lead is immaterial. AB can only make one trick in clubs and one in diamonds, as will be obvious on putting out the cards.

YZ win the game.

HAND IV.

High card followed by high card (*see* Chap. VI); and placing the remainder of the suit.

Y'S HAND.

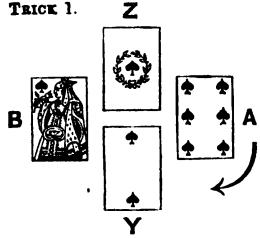


Score: Love-all.

Nine of hearts turned up.

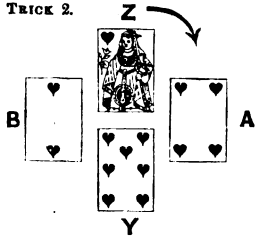
THE PLAY.

TRICK 1.



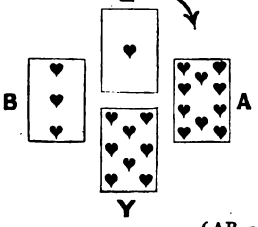
TRICKS { AB, 0 / YZ, 1

TRICK 2.



TRICKS { AB, 0 / YZ, 2

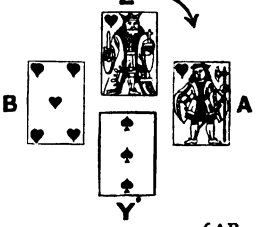
TRICK 3.



TRICKS { AB, 0 / YZ, 3

REMARK.—Z shows five trumps exactly (*see* Ch. VI).

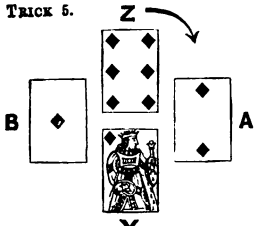
TRICK 4.



TRICKS { AB, 0 / YZ, 4

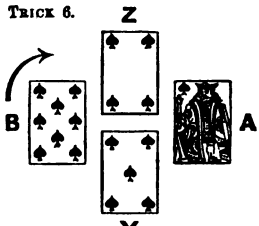
REMARK.—Y cannot unguard king of diamonds.

TRICK 5.



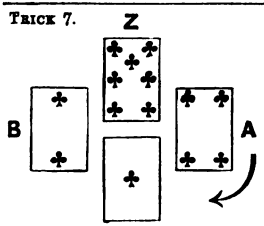
TRICKS { AB, 1 / YZ, 4

TRICK 6.



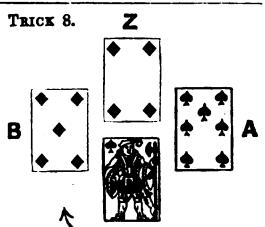
TRICKS { AB, 2 / YZ, 4

TRICK 7.



TRICKS { AB, 2 / YZ, 5

TRICK 8.



TRICKS { AB, 2 / YZ, 6

REMARK (Trick 7).—Y can count two trumps in Z's

hand (*see* Remark, Trick 3), and three diamonds, all higher than the six (*see* Trick 5). Therefore, if Y puts on ace of clubs, the game is a certainty, as Z must make two trumps and a diamond. If Y were uncertain as to the number of trumps remaining in Z's hand, he would pass the club, and B's king of clubs and queen, knave of diamonds (*see* B's hand below), would save the game.

TRICKS 9 to 13.—Y (Trick 9) leads eight of diamonds. B wins it; and, whatever B leads,

YZ win the game.

THE HANDS.

(Y's hand is given above.)

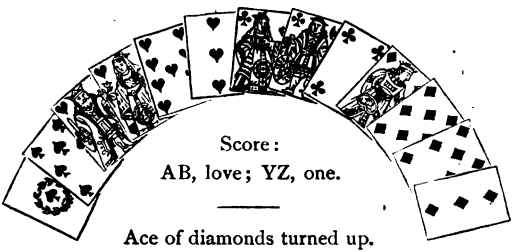
A'S HAND.	B'S HAND.	Z'S HAND.
Kg, 10, 7, 6 . ♠	Qn, 8 . . . ♠	Ace, 4 . . . ♠
Knv, 10, 4 . . ♥	5, 3, 2 . . . ♥	Ace, Kg, Q, 9, 6 ♥
10, 6, 5. 4 . . ♣	Kg, Knv, 9, 2 ♣	7 . . . . . ♣
3, 2 . . . . ♦	Ace, Q, Knv, 5 ♦	10, 9, 7, 6, 4 . ♦

If Z had held only four trumps, with one long weak suit, he would probably have been more cautious in leading trumps, or at all events would have stopped after the second round, when his partner did not echo. This, however, does not affect the principle illustrated by the hand. It only shows that it is generally more advantageous to hold five trumps, than to hold four.

HAND V.

The play of the Second Hand (*see* Chap. IX); and disadvantage of American Lead.

Y's HAND.

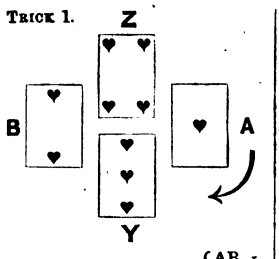


Score:
AB, love; YZ, one.

Ace of diamonds turned up.

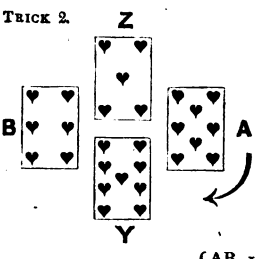
THE PLAY.

TRICK 1.



TRICKS { AB, 1 / YZ, 0

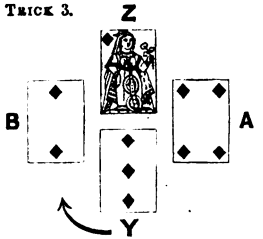
TRICK 2.



TRICKS { AB, 1 / YZ, 1

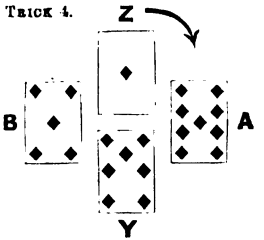
REMARK (Trick 2).—A leading eight must hold two higher ones, viz., knave and ten. Y therefore plays nine (not queen).

TRICK 3.



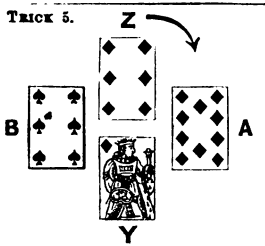
TRICKS { AB, 1 / YZ, 2

TRICK 4.



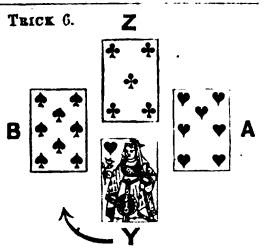
TRICKS { AB, 1 / YZ, 3

TRICK 5.



TRICKS { AB, 1 / YZ, 4

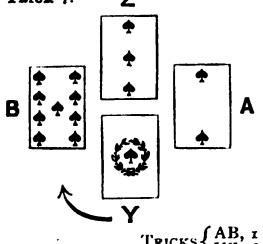
TRICK 6.



TRICKS { AB, 1 / YZ, 5

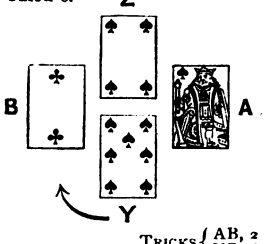
REMARK (Trick 6).—Y leads heart to find out his partner's discard. Holding both king and queen, Y can afford to part with one of them.

TRICK 7.



TRICKS { AB, 1 / YZ, 6

TRICK 8.



TRICKS { AB, 2 / YZ, 6

TRICKS 9 to 13.—As the cards happen to lie, A's lead (so long as he does not lead a spade), is now immaterial (*see* the hands below). A makes the trump, and B two tricks in clubs, and

YZ win the game.

THE HANDS.

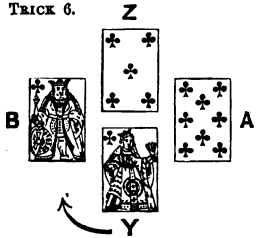
(Y's hand is given above.)

A'S HAND.	B'S HAND.	Z'S HAND.
Kg, 5, 2 . . . ♠	9, 8, 6 . . . ♠	Qn, Knv, 10, 4, 3 ♠
Ace, Knv, 10, 8, 7 ♥	6, 2 . . . . ♥	5, 4 . . . . ♥
8. . . . . ♣	A, Kg, 10, 9, 3, 2 ♣	7, 6, 5 . . . ♣
Knv, 10, 9, 4 . ♦	5, 2 . . . . ♦	Ace, Qn, 6. . ♦

At Trick 6, B discards his weak suit, as the command of trumps is declared in A's hand.

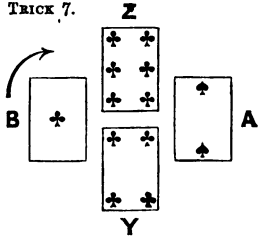
If, at Trick 2, A leads the seven of hearts, Y cannot place knave, ten, so he must play queen, second hand. Let A (Trick 2) lead seven of hearts, instead of eight, and let Y play queen. The rest of the hand will proceed as before, up to Trick 6, when Y must open one of his weak suits at random. Accordingly,

TRICK 6.



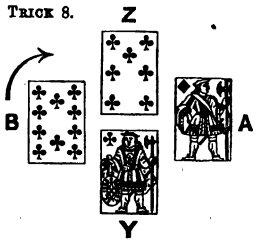
TRICKS { AB, 2 / YZ, 4

TRICK 7.



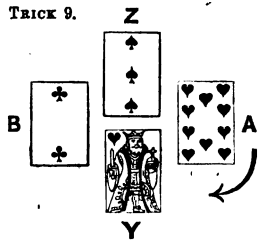
TRICKS { AB, 3 / YZ, 4

TRICK 8.



TRICKS { AB, 4 / YZ, 4

TRICK 9.



TRICKS { AB, 4 / YZ, 5

REMARK (Trick 8).—B can count that there are only two spades in A's hand, so he continues the club, in hopes A may be led up to. A can refuse the force if he pleases.

TRICKS 10 to 13.—Y (Trick 10) leads ace of spades; but whatever he leads, AB make two more tricks, and

AB save the game.

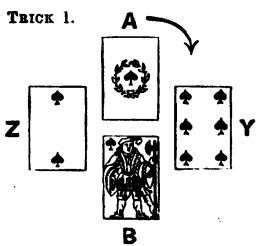
HAND VI.

The play of the Third Hand (*see* Chap. XI); and the Unblocking Game (*see* Chap. XX).

B's HAND.

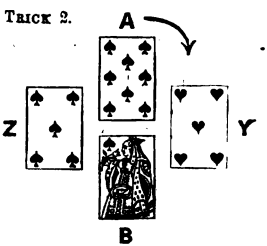
THE PLAY.

TRICK 1.



TRICKS { AB, 1 / YZ, 0

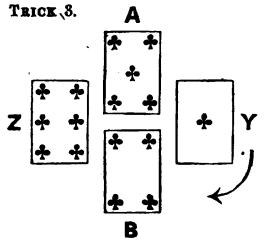
TRICK 2.



TRICKS { AB, 1 / YZ, 1

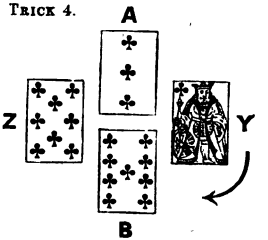
REMARK.—*See* Chap. XI.

TRICK 3.



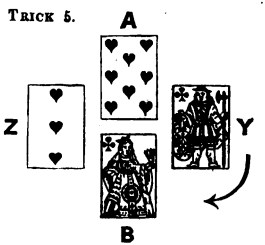
TRICKS { AB, 1 / YZ, 2

TRICK 4.



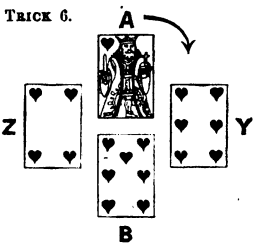
TRICKS { AB, 1 / YZ, 3

TRICK 5.



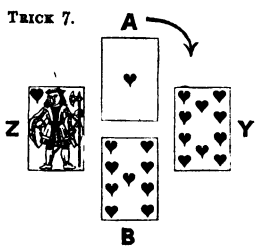
TRICKS { AB 2 / YZ, 3

TRICK 6.



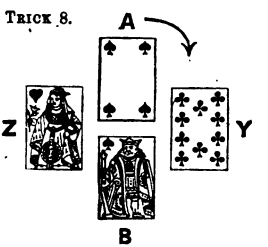
TRICKS { AB, 3 / YZ, 3

TRICK 7.



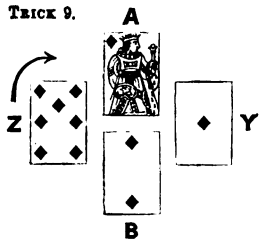
TRICKS { AB, 4 / YZ, 3

TRICK 8.



TRICKS { AB, 4 / YZ, 4

TRICK 9.



TRICKS { AB, 4 / YZ, 5

TRICKS 10 to 13.—Trick 10, Y returns a diamond. A makes the last trump and brings in the spades (*see* his hand below), and

AB win the game.

THE HANDS.

(B's hand is given above.)

A'S HAND.	Y'S HAND.	Z'S HAND.
Ace, 10, 9, 8, 7, 4 ♠	6 . . . . . ♠	5, 2 . . . . ♠
Ace, Kg, 8, 2 . ♥	10, 6, 5 . . . ♥	Qn, Kv, 4, 3 . ♥
5, 3 . . . . ♣	A, K, Kv, 10, 7, 2 ♣	8, 6 . . . . ♣
Kg . . . . ♦	Ace, 10, 5 . . ♦	Qn, Kv, 9, 8, 7 ♦

At Trick 3, A being able to place all the spades (*see* Chap. XI), begins to ask for trumps.

At Trick 5, if Y leads ace of diamonds he wins the game easily; but this is a mere accident of the position.

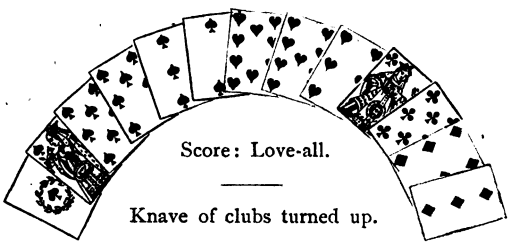
Now play the hand again, and let B, at Trick 1, play three of spades; at Trick 2, knave, and at Trick 8, queen. A will not ask for trumps, as now he cannot place the winning spade; but this does not affect the result, as he still leads trumps at Tricks 6 and 7. The rest of the play is as before up to Trick 10. At Trick 11, B gets the lead with the king of spades, and (Trick 12) must lead a diamond. YZ win two tricks in diamonds, and

AB lose the game.

HAND VII.

The play of the Third Hand. Game made certain, owing to negative inference concerning the Unblocking Game (*see* Chap. XI).

A's Hand.

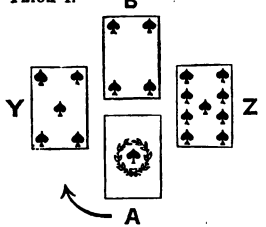


Score: Love-all.

Knave of clubs turned up.

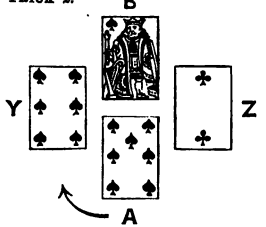
THE PLAY.

Trick 1.



Tricks { AB, 1 / YZ, 0

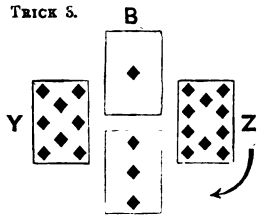
Trick 2.



Tricks { AB, 1 / YZ, 1

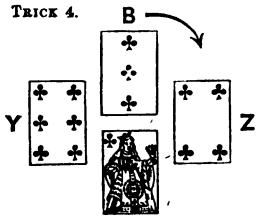
Remark (Trick 1).—The four is B's lowest spade. Therefore he cannot hold three more spades (*see* Chap. XI).

TRICK 3.



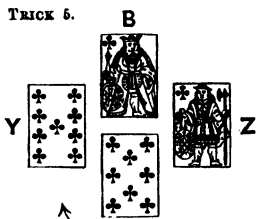
TRICKS { AB, 2 / YZ, 1

TRICK 4.



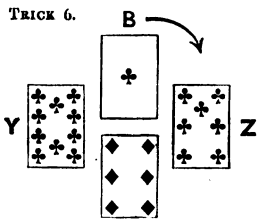
TRICKS { AB, 3 / YZ, 1

TRICK 5.



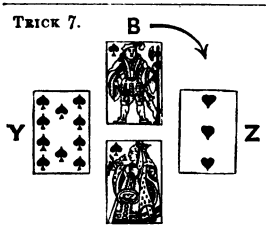
TRICKS { AB, 4 / YZ, 1

TRICK 6.



TRICKS { AB, 5 / YZ, 1

TRICK 7.



TRICKS { AB, 6 / YZ, 1

REMARK (Trick 7). — A wins the spade, as the ten is marked in Y's hand (*see* Remark, Trick 1). But for the absence of unblocking tactics, A would have been in doubt whether to win the knave or not.

TRICKS 8 to 13.—A (Trick 8) leads spades, and AB win the game (*see* the hands).

THE HANDS.

(A's hand is given above.)

Y's Hand.	B's Hand.	Z's Hand.
10, 6, 5. . . ♠	Kg, Knv, 4 . ♠	9. . . . . ♠
Kg, Knv, 7 . ♥	8, 5, 4, 2 . . ♥	Ace, Qn, 3 . ♥
10, 9, 6. . . ♣	Ace, Kg, 5, 3 . ♣	Knv, 7, 4, 2 . ♣
Qn, 9, 8, 7 . ♦	Ace, 2 . . . ♦	Kg,Knv,10,5,4 ♦

At Trick 5, Z plays a false card, in hopes of stopping the trump lead.

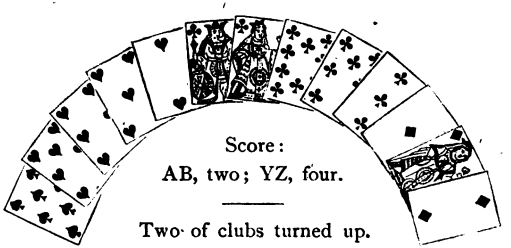
At Trick 6, B continues the trump, as he has a spade to return his partner.

If, at Trick 7, A had been in doubt as to the position of the ten of spades, he would very likely have passed the knave. YZ then save the game. By referring to the hands it will be seen that, if the lead remains with B, AB can only make one more trick, viz., the last trump.

HAND VIII.

The play of the Third Hand (*see* Chap. XV); calling for trumps and Unblocking (*see* Chap. XX).

B's Hand.

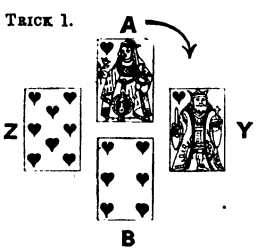


Score:
AB, two; YZ, four.

Two of clubs turned up.

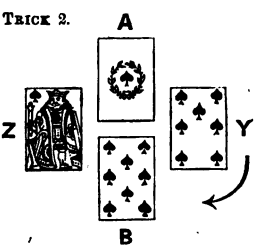
THE PLAY.

Trick 1.



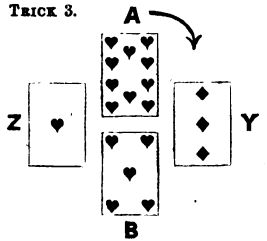
Tricks { AB, 0 / YZ, 1

Trick 2.



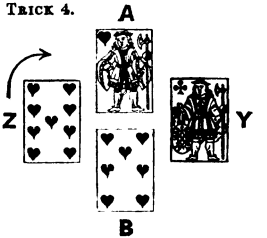
Tricks { AB, 1 / YZ, 1

TRICK 3.



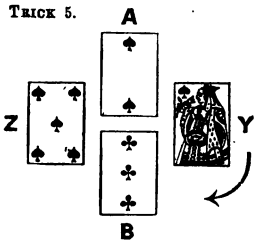
TRICKS { AB, 1 / YZ, 2

TRICK 4.



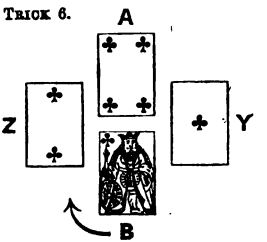
TRICKS { AB, 1 / YZ, 3

TRICK 5.



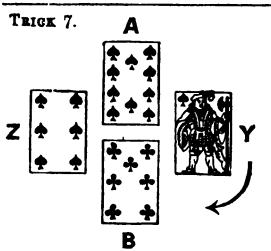
TRICKS { AB, 2 / YZ, 3

TRICK 6.



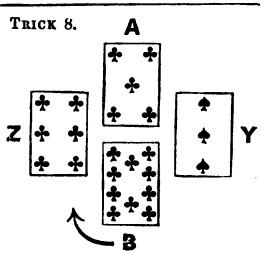
TRICKS { AB, 2 / YZ, 4

TRICK 7.



TRICKS { AB, 3 / YZ, 4

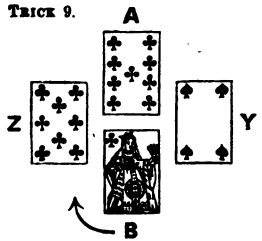
TRICK 8.



TRICKS { AB, 4 / YZ, 4

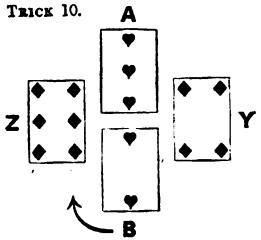
REMARK (Trick 7). — All the remaining spades are marked in Y's hand.

TRICK 9.



TRICKS { AB, 5 / YZ, 4

TRICK 10.



TRICKS { AB, 6 / YZ, 4

REMARK (Trick 9).—If the trumps fall, A brings in the hearts; if not, B must be led up to in diamonds.

TRICKS 11 to 13.—A makes a heart; B makes ace, queen of diamonds (*see* the hands below), and

AB win three by cards (game).

THE HANDS.

(B's hand is given above.)

A's HAND.	Y's HAND.	Z's HAND.
Ace, 10, 2 . . ♠	Qn, Kv, 9, 7, 4, 3 ♠	Kg, 6, 5 . . ♠
Qn, Knv. 10. 4, 3 ♥	Kg . . . . ♥	Ace, 9, 8 . . ♥
9, 5, 4 . . . ♣	Ace, Knv . . ♣	8, 6, 2 . . . ♣
8, 7 . . . . ♦	Kg, 5, 4, 3. . ♦	Knv, 10, 9, 6 . ♦

At Trick 4, Z though weak in trumps, forces his partner, the adversary having called. Z's best lead is doubtful. He gains a trick by forcing, but that proves nothing.

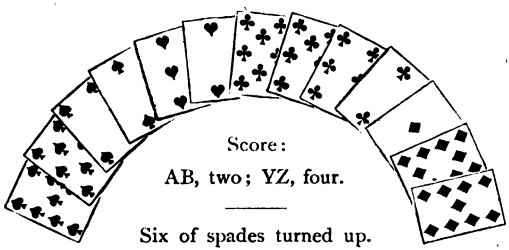
If the hand is played again, B playing five of hearts at Trick 1, and two of hearts at Trick 3, it will be seen that, at Trick 10, B blocks his partner's suit, and consequently that YZ save the game. And

If, at Trick 9, B forces with the seven of hearts, AB make a trick more than if B leads queen of clubs; but, even then, YZ save the game.

HAND IX.

The play of the Third Hand (*see* Chap. XV); and Unblocking (*see* Chap. XX).

Y's HAND.

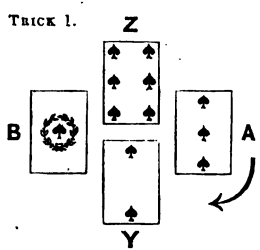


Score:
AB, two; YZ, four.

Six of spades turned up.

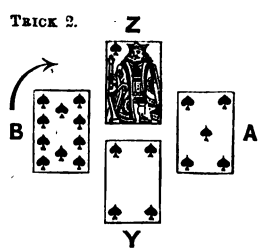
THE PLAY.

TRICK 1.



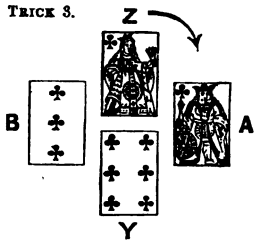
TRICKS { AB, 1 / YZ, 0

TRICK 2.



TRICKS { AB, 1 / YZ, 1

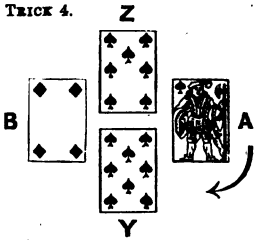
TRICK 3.



TRICKS { AB, 2 / YZ, 1

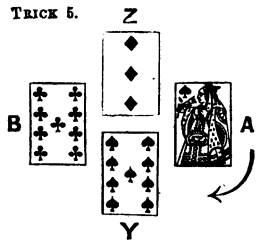
REMARK.—*See* Chap. XV.

TRICK 4.



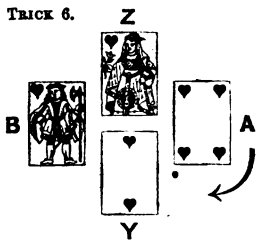
TRICKS { AB, 3 / YZ, 1

TRICK 5.



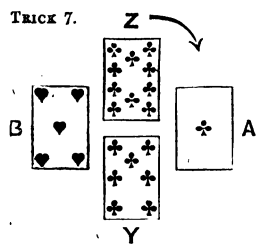
TRICKS { AB, 4 / YZ, 1

TRICK 6.



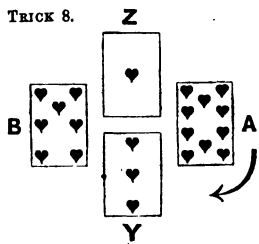
TRICKS { AB, 4 / YZ, 2

TRICK 7.

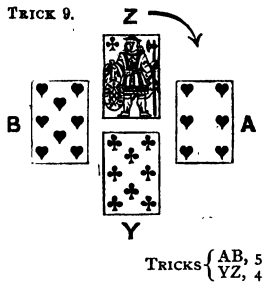


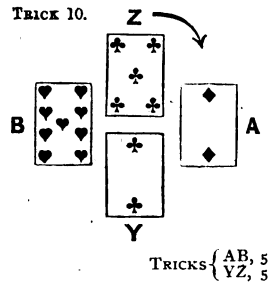
TRICKS { AB, 5 / YZ, 2

TRICK 8.



TRICKS { AB, 5 / YZ, 3





TRICKS 11 to 13.—Z makes the long club; Y makes the ace of diamonds, and

YZ win the game.

THE HANDS.

(Y's hand is given above.)

A's HAND.	B's HAND.	Z's HAND.
Qn, Knv, 5, 3. ♠	Ace, 10. . . ♠	Kg, 7, 6 . . ♠
Kg, 10, 6, 4 . ♥	Knv, 9, 8, 7, 5 ♥	Ace, Qn . ♥
Ace, Kg . . ♣	9, 3 . . . . ♣	Qn, Kv, 10, 5, 4 ♣
Kg, Knv, 2 . ♦	Qn, 8, 5, 4. . ♦	7, 6, 3 . . . ♦

If the hand is played again, Y playing two of clubs at Trick 3, it will be seen that he gets the lead at Trick 10, and that

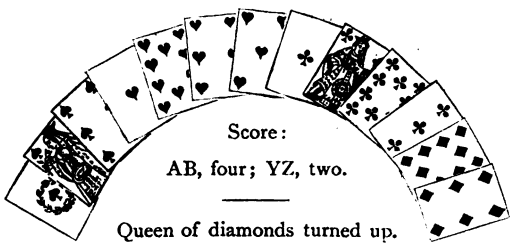
YZ lose the game.

At Trick 5, Z discards a diamond. This is not a case for discarding from the strong suit. All the trumps are out, and there is a reasonable chance of bringing in the clubs, especially as A's next lead is likely to be a heart, B's original discard having been a diamond.

HAND X.

The play of the Third Hand, and getting rid of the command (*see* Chap. XXI).

B's Hand.



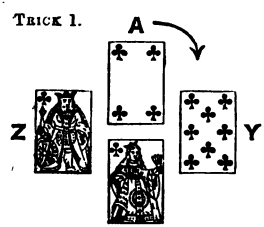
Score:

AB, four; YZ, two.

Queen of diamonds turned up.

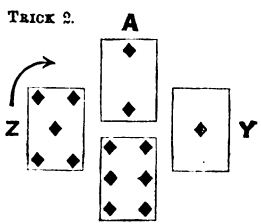
THE PLAY.

Trick 1.



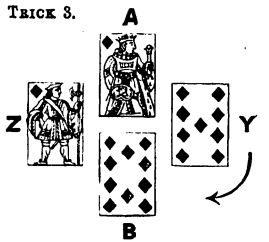
Tricks { AB, 0 / YZ, 1

Trick 2.



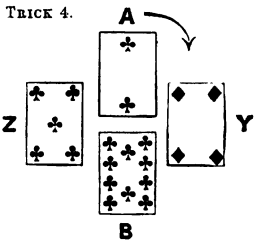
Tricks { AB, 0 / YZ, 2

TRICK 3.



TRICKS { AB, 1 / YZ, 2

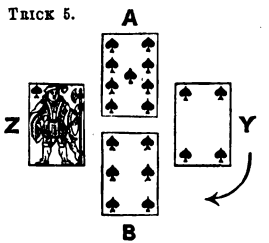
TRICK 4.



TRICKS { AB, 1 / YZ, 3

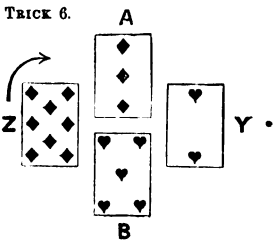
REMARK (Trick 4).—A having shown that he led from five clubs, B unblocks the suit by playing the ten (*see* Chap. XXI).

TRICK 5.



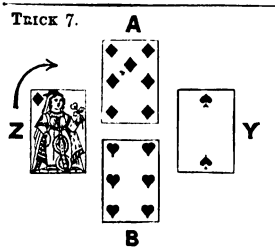
TRICKS { AB, 1 / YZ, 4

TRICK 6.



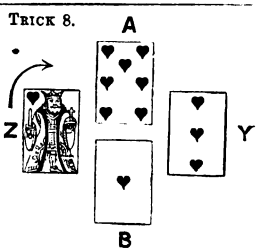
TRICKS { AB, 1 / YZ, 5

TRICK 7.



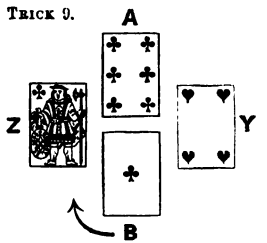
TRICKS { AB, 1 / YZ, 6

TRICK 8.



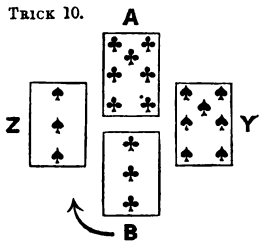
TRICKS { AB, 2 / YZ, 6

TRICK 9.



TRICKS { AB, 3 / YZ, 6

TRICK 10.



TRICKS { AB, 4 / YZ, 6

TRICKS 11 to 13.—A (Trick 11) leads nine of clubs, to which B discards ten of hearts. A (Trick 12), leads a spade, B finesses, and

AB win the game.

THE HANDS.

(B's hand is given above.)

A'S HAND.	Y'S HAND.	Z'S HAND.
10, 9 . . . ♠	Kg, 8, 7, 4, 2 . ♠	Knv, 5, 3 . . ♠
9, 7 . . . . ♥	Knv, 4, 3, 2 . ♥	Kg, Qn, 8 . . ♥
9, 7, 6, 4, 2 . ♣	8. . . . . ♣	Kg, Knv, 5 . ♣
Kg, 7, 3, 2 . ♦	Ace, 9, 4 . . ♦	Qn, Knv, 8, 5 ♦

At Trick 7, Z loses the game, by drawing the last trump. Z's play illustrates a point which is not enough considered by Whist-players, viz., the danger of drawing the last trump when a whole suit is declared against (*see* "Laws and Principles of Whist," by "Cavendish," "Declining to Draw the Losing Trump"). If, at Trick 7, Z leads king of hearts, and afterwards trumps the club, he must win the game.

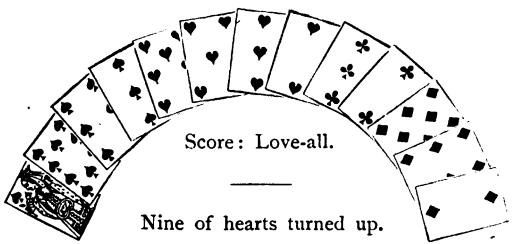
If, at Trick 4, B plays three of clubs, he must, at Trick 10, lead ten of clubs. He cannot then avoid losing a trick either in hearts or spades, and

AB lose the game.

HAND XI.

The play of the Third Hand, and getting rid of the command (*see* Chap. XXI).

B's HAND.

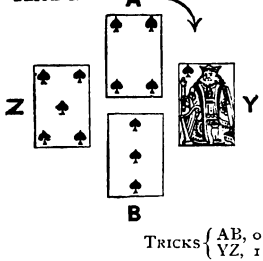


Score: Love-all.

Nine of hearts turned up.

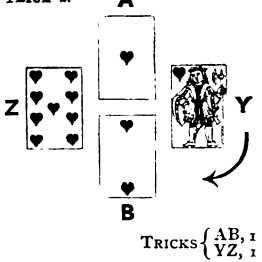
THE PLAY.

TRICK 1.



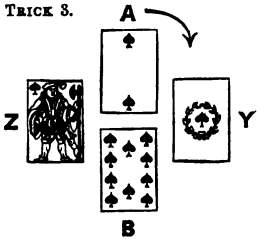
TRICKS { AB, 0 / YZ, 1

TRICK 2.



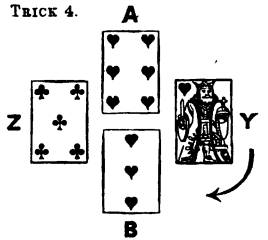
TRICKS { AB, 1 / YZ, 1

TRICK 3.



TRICKS { AB, 1 / YZ, 2

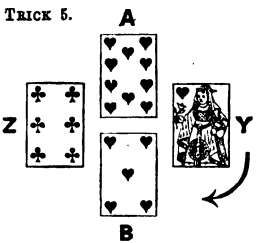
TRICK 4.



TRICKS { AB, 1 / YZ, 3

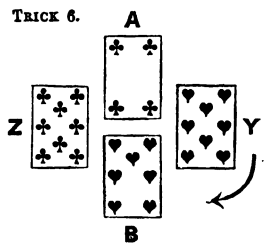
REMARK (Trick 3).—B begins to unblock (*see* Chap. XXI).

TRICK 5.



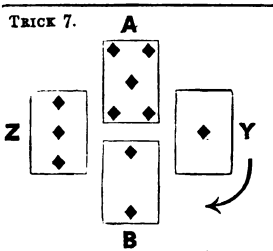
TRICKS { AB, 1 / YZ, 4

TRICK 6.



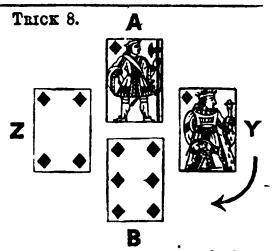
TRICKS { AB, 1 / YZ, 5

TRICK 7.

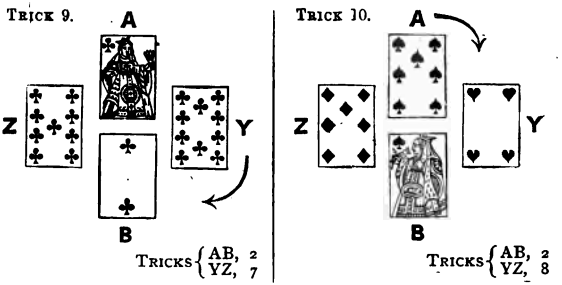


TRICKS { AB, 1 / YZ, 6

TRICK 8.



TRICKS { AB, 1 / YZ, 7



Tricks 11 to 13.—A makes the ace of clubs, and brings in the spades, and

AB save the game.

THE HANDS.

(B's hand is given above.)

A's Hand.	Y's Hand.	Z's Hand.
9, 8, 7, 4, 2 . ♠	Ace, Kg . . . ♠	Knv, 5 . . . ♠
Ace, 10, 6 . . ♥	Kg, Qn, Knv, 8, 4 ♥	9 . . . . ♥
Ace, Qn, 4 . ♣	Kg, Knv, 10, 7 ♣	9, 8, 6, 5 . . ♣
Knv, 5 . . . ♦	Ace, Kg . . ♦	Qn, 10, 9, 7, 4, 3 ♦

At Trick 3, if B plays six of spades, AB lose the game, in consequence of B's failing to unblock. In other respects the hand is played as before, up to Trick 12. Then A leads a spade; B must win with the queen, and must then lead a losing diamond.

At Trick 10, if Y refuses the force, the result is not affected.

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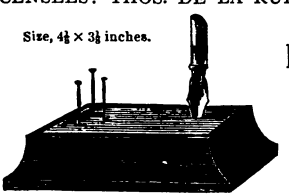

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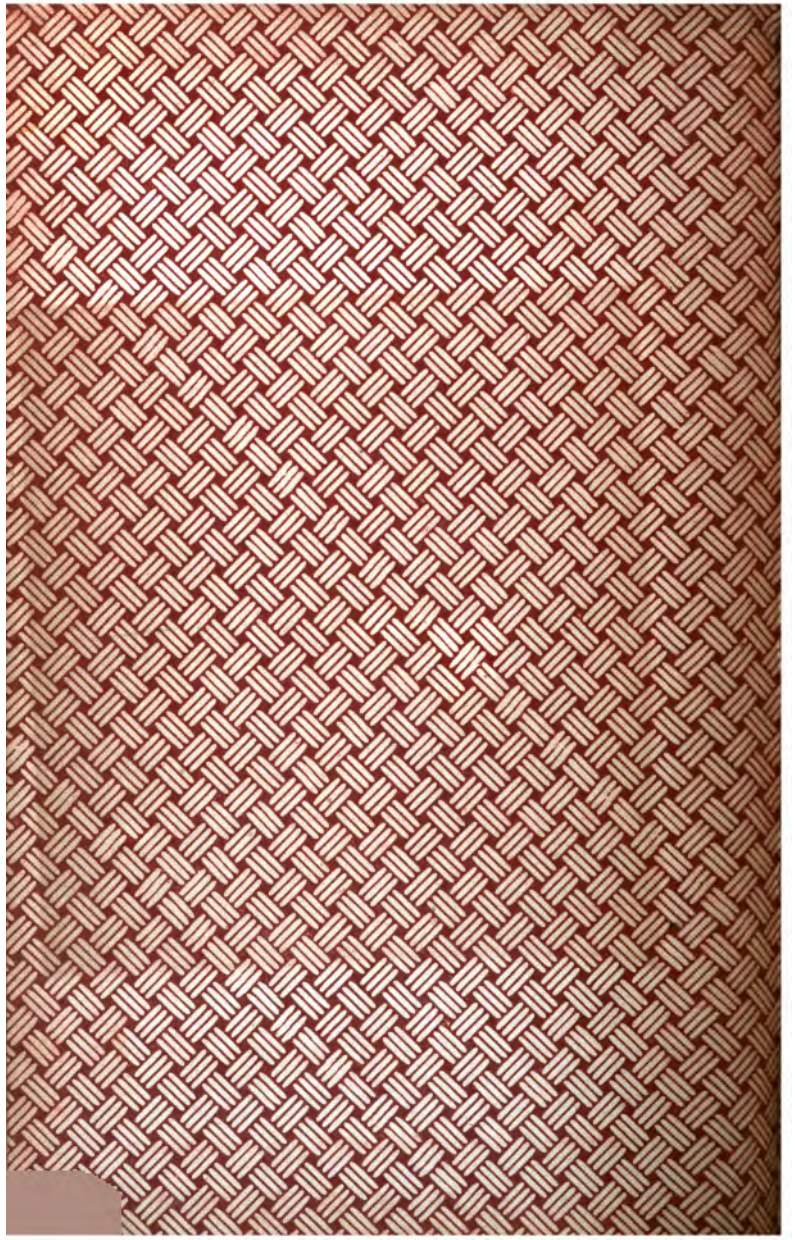

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